BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

JAN 1991 No 61 £1.85 With Free Tape

TURTLES FIRST REVIEW!

5th BIRTHDAY ISSUE!



THERE ARE FIVE TO COLLECT! FREE BADGE!

What?

No free cassette? Better check with your newsagent!

HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win five Competition Pro joysticks!

Who was one of the Five Star girlies once engaged to?
a) Bobby Brown
b) George Michael
c) Eddie Murphy

Right, smarty pants. Over to page 99 and fill out your answer on the coupon!

BIG CHRISTMAS REVIEWS!
Teenage Mutant Hero Turtles, Dragon Breed, Days Of Thunder, Lotus Esprit Turbo Challenge, Line Of Fire, Chip's Challenge, Judge Dredd and many more!

ALL THIS AND GAZZA 2!

PLUS! Christmas joystick round-up ★ Your Sinclair goes to Russia ★ The worst Speccy games of all time ★ It's mad! There's a compo on every page!

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Massive seven pages of hints, tips, cheats and POKEs!



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MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
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Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
NARC
ocean
© WILLIAMS
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's
MR BIG!
ocean
AMSTRAD . COMMODORE . SPECTRUM
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Programmed by: The Kremlin
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Peace on Earth

AND GOODWILL TO ALL OUR READERS!



Spooky goings on in our *The Hunt For Red October* demo.





2



Win 20 Hewson mugs and start the day in style!
What do you bake a wet mug in?
a) A kern
b) A koln
c) A kiln
Easy or what? Now off you go to page 99 to fill in that coupon.

YOUR SINCLAIR
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Your Sinclair is published by the same people who put together *Commodore Format, ST Format, Amiga Format, New Computer Express, Amstrad Action, MacPublishing, Classic CD, PC Plus, 8000 Plus, Sega Power* and another (secret) one.
Future PUBLISHING

Christmas is with us (just about), and to celebrate we've got what is quite possibly the best cover-mounted cassette in *YS* history! Just check out the line-up – there are three free games, including such corkendous goodies as *Hydrofool* (the mega-successful follow-up to last month's freebie *Sweevo's World*) and *Quazatron* (an ex-*YS* Hot Shot), plus playable demos of two future Speccy smash hits! It's a seasonal sensation! (And a little bit more!)



QUAZATRON

HEWSON
Complete game

Programmed by Steve Turner (pretty famous a few years ago for great games like *Ranarama*, and currently working at Graftgold), this is a genuine Speccy classic, earning 9 out of10 and a Hot Shot award when it was originally reviewed in *YS*.

So what's it all about? Well, it's one of those isometric 3D things everyone used to be so fond of, packed with crispy-clear graphics, super-smooth scrolling and bags of robots. You control KLP-2 (Klepto to his friends), a droid designed to destroy the hostile alien robots that have taken over the underground city of Quazatron. There are all sorts of ways you can get rid of them – shooting them with your lasers, physically shoving them off their programmed routes with your body or even ramming them (provided you are stronger than they are) – we'll outline how you do all this in a minute.

Klepto also has a prototype Grapple device fitted, enabling him to stop and dismantle alien robots – do this, and you can grab bits from them for yourself, extending your abilities and endurance.

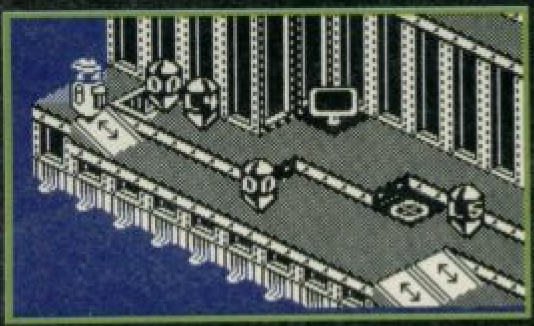
You want to know more? Well, okay. Here's roughly how it all works...

Weapons These fire in the direction Klepto is facing – but only while he's moving. You can collect different ones from enemy droids, but don't forget to consult the data library – it contains hints on which will prove most useful.

Grappling Choose your target droid, centre the joystick (or take your hands off the keyboard) and press Fire until the yellow message at the bottom shows 'GRAPPLE' and the 'G' light flashes. Now you can ram the enemy droid to dismantle it. Press Fire to switch back to weapon mode.

To successfully grapple with a droid you must engage its security circuit, then use your pulsers to turn at least seven of the 12 rectangles on the central bar to your colour. You have a few seconds to move left or right to select the side of the circuit you wish to use – your target then uses the opposite side to fight back. Fight by moving your pulsers up and down the wires and activating them with the Fire button. Try avoiding Terminators, Joiners and Colour Switchers and aim for Splitters and Auto Pulsers instead.

If your grappling action is successful the status report of the control elements Drive, Power, Weapon, Chassis and Devices of the target are displayed. If you wish to remove one or more of these for your own use, make your selection using Up/Down and pressing Fire. Some of the elements may be damaged though (and thus unusable).



KLP-2 (perched on the ramp) looks just like a spinning top, doesn't he?

If you win the grapple overwhelmingly, the elements of the alien robot are less likely to be damaged – when picking stuff though, have a good old think about it before you chose anything (don't pick some really heavy weaponry or strong shields if your drive or power units are too weak to support them).

Alien droids These are classified from One (the hardest to beat, but also those with the most valuable elements to grapple for) to Nine (the easiest). Identifying letters and numbers are displayed on each ones breast plate.

Changing levels Find a lift square and press Fire and a side view of the city will be shown. Move Up/Down to the required level, and Left/Right to exit the lift.

Console access Find a console and press Fire, then use Left/Right to select an icon and press Fire. The robot icon returns you to the game, the diamond gives a 3D map of the current level, the side view gives a side elevation of the citadel and the query robot enters you into the droid data library.



Hurrah! It's a lift thingie up to another level bit of the citadel.

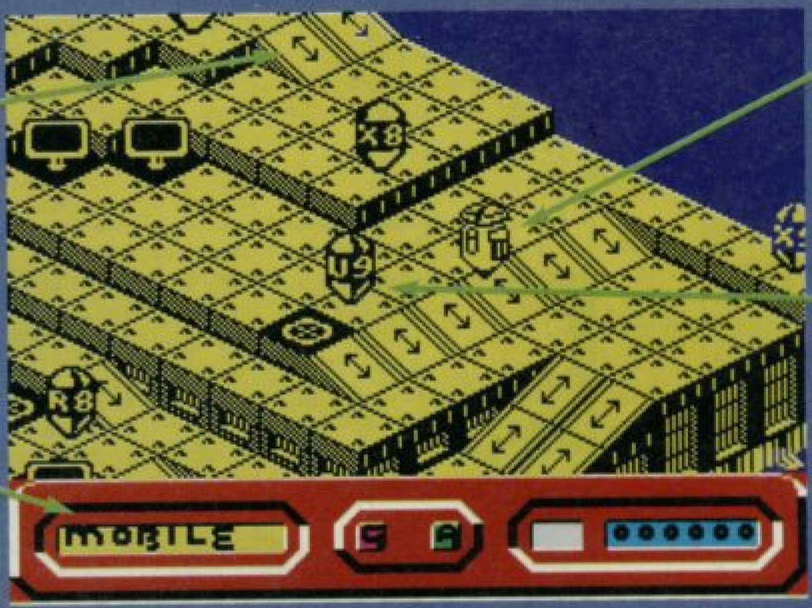
Droid data library Use Left/Right or Up/Down to move to the next screen (fire to exit). You can only view data on droids of a similar or lower security class to your own current class – to improve your status (the first screen displayed shows your current status) you must grapple successfully with a higher class of droid.

Energy Your energy is shown by the rotation speed of the head of your KLP-2, as well as by the happiness of his expression. You can replace energy from energy points on some levels, though this doesn't stop your power unit from burning out – as time goes on the maximum level of energy it can contain falls and falls. Replace it with new power units as you go, though beware – extra equipment affects the rate at which your energy is consumed.

Alert status The light on the right of the lower panel is the alert status. Disabling droids in quick succession causes the alert status to rise to red, and more points can be scored.

Power down When the last droid on a level is destroyed the citadel lights automatically go out.

CONTROLS Use Sinclair or Kempston joysticks or the keyboard.



Ramps, ramps and yet more ramps. The world of Quazatron looks as if it's been built out of Lego bricks or something, particularly since the blocks have all got those knobbles on top.

Oops! Not enough room to explain what this all is!

Hurrah! This chappie here is KLP-2 – our little chum.

One of many (many) baddy droids you'll find dotted all over the place (four and a half on this screen alone!). Time for a quick spot of grappling!

CHRISTMAS COLLECTION



GRANDSLAM

Complete game

Here's an excellent game for Christmas! (Particularly after lunch on Christmas Day when you're feeling stuffed to the brim with all that turkey!) Your job is to eat your way to the one-ton mark (at which point you get rewarded with a good nosh-up). Want to know more? Then read on..!

Chubby Gristle (the star of the game, as you may have guessed) is a traffic warden – a particularly fat, obnoxious traffic warden at that (his catch phrase is "You can't park here"!). His one great passion in life is food – it's his job to eat his way through 20 screens, stuffing himself silly with as much grub as he can get his hands on. The only problem is that, as he continues, finding food – or at least getting his hands on it – gets trickier and trickier, and the situations he finds himself in get more and more weird. At one point he has to go shopping at Sainsbellys for instance, at another he comes across a transport cafe where the food is shovelled into him by a waiter! It's not all chomping good fun however – other challenges include trying to halt the machinery in a car graveyard, finding lost kids for housewives and coping with pesky cyclists.



Where's Chubby? He can't be that red blob at the top of the screen (can he?)

So there we have it, more or less. Basically the game is a classic platform-and-ladders romp, with lots of little sprites, lots of bright colours, various things to collect – in fact, it's not too dissimilar to the old *Monty Mole* games in many ways. Simple, but bags of fun – what more could you ask for?

CONTROLS Use Sinclair joystick or keyboard with the key controls Q = left, W = right, O = up, K = down and Space Bar = jump. Oh yes, and abort game = Caps Shift and Enter together.





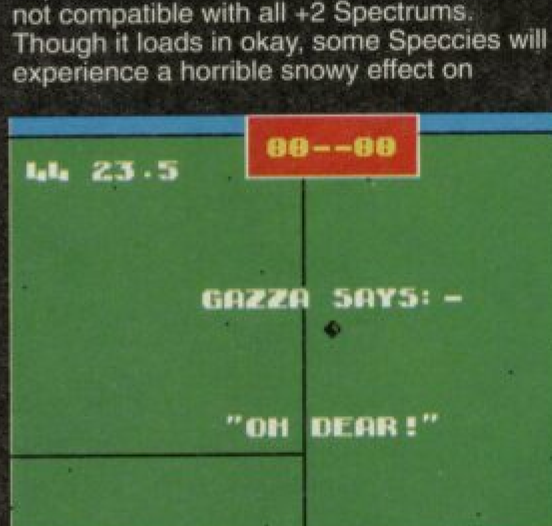
EMPIRE

Playable demo

Football's man of the moment, and this month's cover star, features in what could quite easily become the Christmas number one game! Not only that though, it could turn out to be one of the best footie games ever seen on the Speccy too! Just check out that speed for starters, or the neat shadowy opposition team – or better still, flick to the Megapreview a bit later on this issue! It's a bit of a corker alright.

Please note Just as this issue was going to press, we discovered that this demo is not compatible with all +2 Spectrums. Though it loads in okay, some Speccies will experience a horrible snowy effect on screen. (48K, 128K and +2A owners should be alright however.) Our apologies, but this is something we discovered too late to correct.

CONTROLS Keys or joystick.



Hmm. I think if you stand near to the edge of a real footie pitch and listen you'll find they say worse than that!



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

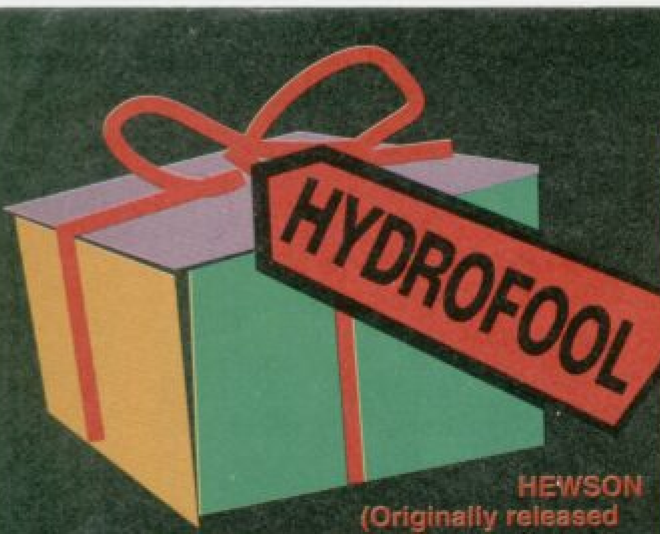
Win 200 *Lords Of Chaos* posters from Blade!

Who was the Lord of Chaos?

a) Lucifer
b) Darth Vader
c) Adam

Take the path of darkness to page 99, scribble your answer down and make a quick getaway.





HYDROFOOL

HEWSON (Originally released by FTL GAMES)

Complete game

Oh no! Life isn't easy for loveable old Sweevo, the rather crap robot last seen on December's Four Pack. He's in deep (deep) trouble again, this time in the underwater world of Deathbowl. We'll tell you more in a moment, but first a bit of background information would be in order, don't you think? (Yes it would.)

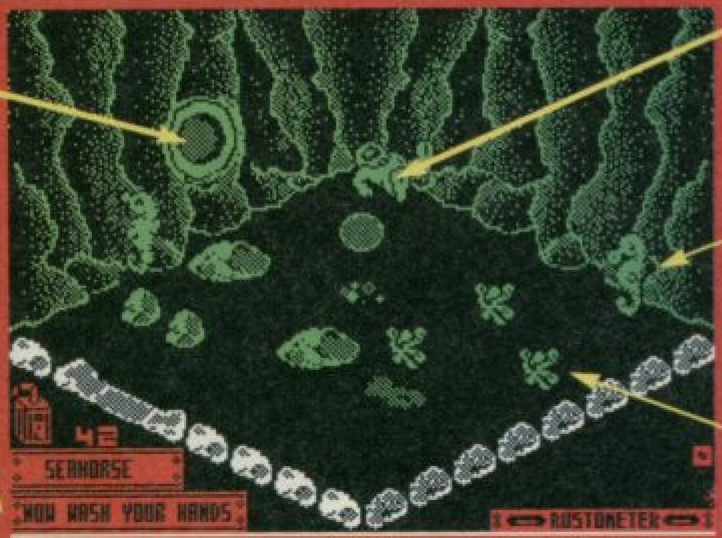
As you probably guessed already, this is the sequel to *Sweevo's World* (the rather massive Speccy hit and ex-*YS* Hot Shot) which came out a year after it to similar critical acclaim. You want proof? Well how about this? "The graphics and sprites are all wonderfully clear and well thought out," enthused Marcus in the original *YS* review, "and as usual with Gargoyle/FTL, the design's immaculate. If it's not a Megagame, it's only because in gameplay terms it's just a little too similar to *Sweevo*. But I love it, and if you went a bundle over the original, I'm sure you will too."

With that sort of a recommendation you're bound to want to know a bit more, aren't you? Well, as you can probably tell from the screenshots, it's one of those 3D *Ultimate*-style arcade adventures, packed with puzzles and comic graphics, as well as bags of realistically animated bubbles (apparently animated using a process called Hydromation, which FTL were understandably rather excited about at the time).

The plot goes something like this – the giant planetary aquarium of Deathbowl is now so polluted that the only remedy is to completely empty it of water by pulling out each of the four plugs at the bottom. Each one is activated by special objects you have to collect (sometimes found just lying around, sometimes guarded, sometimes actually part of one of the inhabitants of Deathbowl) – you can tell which object you need for each plug by the markings on the surrounding floor plates. It all sounds like it might be a bit dangerous (especially this 'parts of the inhabitants' business) but don't fret – though Sweevo is initially unarmed, weapons with limited ammo may be found lying around the place in abundance.

Your environment is a series of interconnected 3D rooms, much as it was in the first game (though much more watery in feel, with Sweevo swimming rather than walking around the place. The rooms are situated on various levels too which you can move around freely – downward access is available through whirlpools, upward access by riding on bubbles – though watch out! Some bubbles can burst early (which may sound a bit of a nightmare, but can actually prove quite useful at times)!

Remember a) you have to pull the plugs in the correct order – otherwise an inaccessible level will be created! – and b) Sweevo being a robot, rusting starts when you first touch the water, so remember to take lots of oil to (temporarily) reverse it!



CONTROLS

Use joystick or keyboard as follows:
QWERT = up left
YUIPP = up right
ASDFG = down left
HJKL = down right
Space = pick up/drop/fire (if carrying a weapon)
O = pause 1 = quit game



THE HUNT FOR RED OCTOBER

GRANDSLAM

Playable demo

The Sean Connery undersea epic reaches the Speccy! (Hurrah!) You all know the film of course – lots of men in dark cramped spaces leaning over sonar displays, shouting "Up periscope!" and pretending to fall over *Star Trek*-style whenever a torpedo scores a near miss. Well, now you can enjoy the same cold war shenanikins yourself. Just follow this simple *YS* guide – a) Wait until it's dark, then turn all the lights off in your bedroom (or ideally screw a red bulb in for that 'battle stations' effect).

b) Find another telly, stick it next to your Speccy one and tune it to a dead channel, so you can pretend it's a sonar display (or something).

c) Load in the game. This you will find is a horizontally-scrolling sub shoot-'em-up, followed by a series of still screens showing others bits of the completed game, including a dropping-out-of-a-helicopter-onto-a-moving-sub bit and an *Op Wolf* style shoot-'em-up among the torpedo tubes.

Please note This demo will not load on 48K machines.

CONTROLS Keyboard Q, R, O, P and Space, or Sinclair, Cursor or Kempston joysticks.



Whee! It's a life or death sub race through underwater canyons, featuring missiles, enemy subs and all sorts!



Part of the rolling demo bit you get after the playable section – we reckon this bit's an *Op Wolf* style shoot-'em-up.

TAPE TRUBBS

Oh dear! Despite all your best efforts, part of your *YS* Christmas Collection tape just refuses to load! Don't despair though – it's not the end of the world – the *YS* Tape Returns Department is here to help. Just plop the offending cassette into an envelope or Jiffy bag, chuck in an sae to keep it company, and post it off to *Your Sinclair* Christmas Collection, Tape Returns (January Issue), Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Within a few weeks (or 28 days at the most) a replacement will be dropping through your door. (Hurrah!)



Win ten copies of *Famous Five Adventures* from **Enigma for the SAM.**

What is George's father called?

a) Crispin
b) Jeremy
c) Quentin

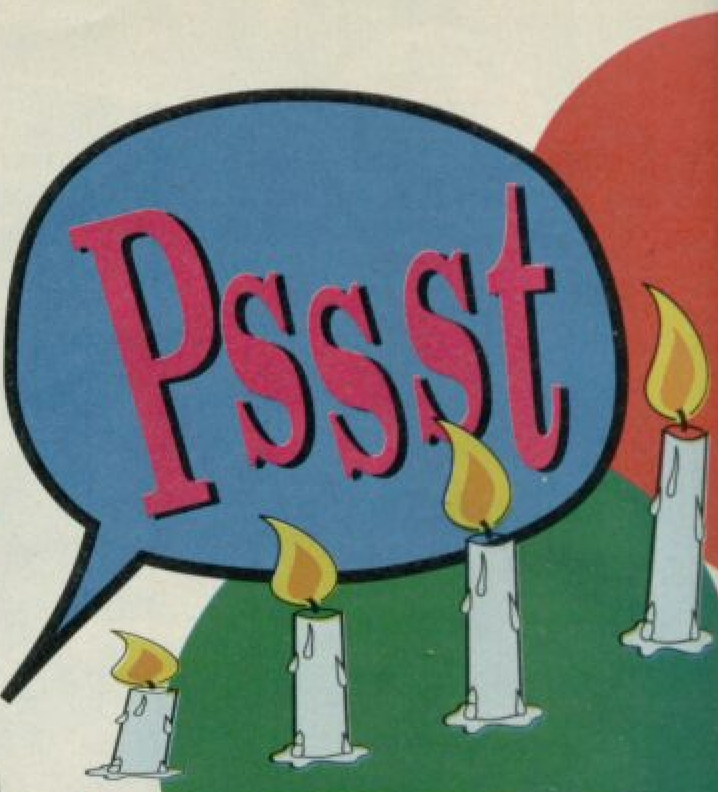
Take lashings of ginger beer along to page 99 and jot your jolly answer down.




STORM
SALES CURVE
AMIGA
ATARI STE
AMIGA
CRASH SMASH 92%
GEN D'OR 92%
ZERO HERO 91%
YC FUN ONE 91%
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INCLUDES FREE BADGE AND POSTER
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU

HURRAH! HURRAH! HURRAH!
(AND THEN HURRAH AGAIN!)
YOUR SINCLAIR IS 5 YEARS OLD!

Yep, it's true! The first issue of *Your Sinclair* (born from the ashes of a slightly more techy mag called *Your Spectrum*) appeared on this day (or thereabouts) a whole five years ago! It had Elite's *Commando* on the front (looking remarkably like Arnie Schwarzenegger, despite the fact that the game had nothing to do with the film) and was, well, not totally unlike the magazine you hold in your hands today. Since then *YS* has had three editors, about seven art editors, four publishers and oodles of other people working on it, and – more importantly – has seen off all rivals to become Britain's best-selling Spectrum mag. That's it really – long may it reign!



And you thought Rich Pelley's Crap Games were bad? Join us this month as we examine the real tosh – pitiful efforts someone actually tried to charge you £9.99 for. Yep, it's the awesome attack of...

THE PROFESSIONAL CRAP GAMES!

Sporting Triangles CDS
YS 48 December '89 – 40°

Oh dear. Obviously the idea of producing a Speccy quiz game at all isn't a very good one (check out *Emlyn Hughes Arcade Quiz* a couple of issues ago!) but basing one around a TV quiz seems to be a recipe for disaster. In fact, Robin said exactly the same thing in his review – "basing a game around this TV prog obviously wasn't a great idea". Told you. After all, it's "yawn-inducing", "not exactly packed with variety" and will only appeal "if sport's your thang" whereupon you'll "no doubt be spookily drawn to it, despite your better judgement".



I don't know (or care), and you don't look anything like Nick Owen either.

Grand Prix Master Dinamic
YS 48 December '89 – 43°

Some people love Dinamic games, some people hate them, but there's one thing everyone agrees on – they're blooming hard. Sometimes too hard. Jackie called this "an impossibly difficult viewed-from-above racing game" and "nearly flippin' impossible!" And that was just the beginning – after all, the "tricky control system makes it very hard to qualify on any of the given tracks" and it was "graphically unastounding and near enough unplayable". "I'd give it a miss if I were you," she concluded of the game (apparently based on some obscure Spanish motorbike champion), "unless, of course, you're of Spanish descent". Oh dear. It's only at this point that our Jack's argument starts to fall apart, as it's a little-known fact that she is herself in fact a quarter (or something) Spanish. Oops! So why didn't you like it then, Jack?



One of many, many courses you won't be able to qualify on in *GPM*.

Mike Read's Computer Pop Quiz Elite
YS 42 June '89 – 46°

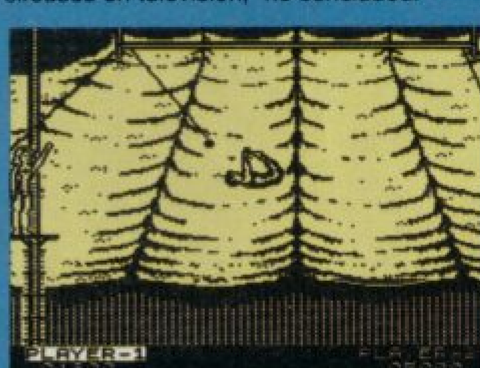
Sean Kelly didn't like the TV show much ("so good they cancelled it years ago") and this computer version hardly won him over. He complained about "the incredible amount of (heavy) metal questions", the "tons of classical questions which appear to have been chosen indiscriminately from some dictionary of classical music" and the high level of "sloppy programming". "Not Elite's finest moment," he concluded, "and not something the programmers or designers can be particularly proud of". Gulp.



Mike – what *are* you on about?

Circus Games Tynesoft
YS 40 April '89 – 4/10

If we were to tell you that the "stunning 'girl doing things on horseback' routine" from this compilation of circus events is "the most unplayable event, which is indeed an achievement considering the strong competition from the others" you'd get a good impression of the standard of this game. Yep, it's crap. In fact, Sean reckoned that "presenting a list of the aspects which make this game so bad would be boring, but no sound on the playing sections and totally unfriendly multiload systems should give you an idea of what to expect". "Just like the real circuses on television," he concluded.



Phwooor! She's a bit of alright, eh? No wonder he 'fell' for her! (Ho ho.)

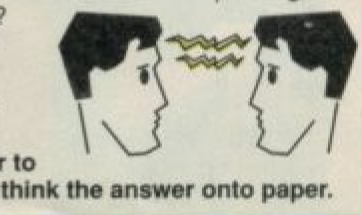


HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win ten copies of *Mindgames II* from Enigma for the SAM.

If you can communicate without speaking, what are you?

a) Telepathic
b) Teleportic
c) Telephonic



Transport yourself over to page 99 and think the answer onto paper.

Rock Star Ate My Hamster CodeMasters
YS 42 June '89 - 35°

Pop music-based games tend to get a pretty bumpy ride from our reviewers at the best of times. Take this classic slamming from Jonathan in exactly the same issue as the Mike Reid game. On the Darling brothers – "Who would have guessed that underneath those toothy smiles and trend-setting baggy CodeMasters T-shirts lies a rapier wit capable of sending up the entire music industry in one computer game?" Not us.

On the imaginative selection of pop stars you can choose to manage – "Bill Collins, Dross, Annie Smallpox, Michael George and a host of others. Sound strangely familiar? Well, actually, they're all cunningly based on real-life stars, and I can't help smiling when I think of them." And to sum up – "*Rock Star*'s 'totally brilliant' humour is undoubtedly its strongest selling-point. And if that sounds appealing you'll no doubt revel in the extraordinary monotony of the rest of it... Laugh? I nearly played it twice..."



Hurrah! *Rock Star* really is a legend amongst crap games here at *YS*!

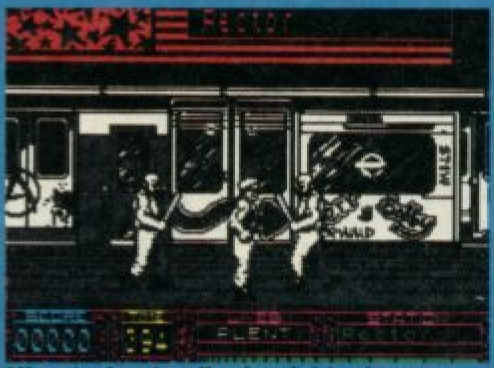
Paranoia Complex Gremlin
YS 43 July '89 - 49°

Jonathan, who hardly likes anything anyway, did the hatchet job on this "limp maze game, with little going for it". Apparently it's "a crude arcade adventure" with a rather unusual plot ingredient – "much of it seems to revolve around needing the lavatory at key moments in the game". Blimey! All in all "naffo graphics, grubby presentation and numerous minor irritations make it a thorough let-down to play... I'd rather have my wisdom teeth out again".


You know what they say about a game with loos in it - it's crap!

Fallen Angel Screen 7
YS 49 January 1990 - 40°

The "limpness of the action makes for a pretty unsatisfactory experience" concluded Robin about this dire underground-railway-based beat-'em-up. After all, the baddies "don't exactly send out vibrations of toughness... I expect a quick blast of The Kids From Grange Hill's rousing anti-drugs anthem *Just Say No* would have them cowering for mercy." In fact, they're "too easily duffed up to make any real demands on your adrenal gland." And the conclusion? "No doubt trainspotters will have fun spotting the large number of locos, but personally I'd rather scribble on the sole of my slipper with a biro."


Nice trains (well, nice-ish), shame about the fights. (Such as they are.)

FREE BADGES!! (It's true!)



It's true! Not only have we got our normal (but still rather stunning) free cassette mounted on the front of this issue, we've got another free gift too! It's a rather stonkingly massive badge, all ready to peel off and pin onto your favourite garment – but then, you knew that already didn't you? (After all, you've already looked at the front of the mag!) What you may not have realised though is that we don't just have one design of badge (or even two, or three) but five!

You may have been the lucky recipient of a rather gorgeous *Back To The Future Part III* one from Image Works, or perhaps an equally lovely *Days Of Thunder* badge from Mindscape. Then again, yours could have been one of the two Ocean badges – Arnie from *Total Recall*, or Robocop from, um, *Robocop II* – or (quite possibly the best of the lot) the incredibly scrumptious 'Official *YS* Spec-chum' badge! Want the whole lot? Then you're going to have to search the newsagents for five issues of *Your Sinclair*, all with a different badge on, aren't you? (Sorry and all that, but it's the only way to get the set!)









T'zers

• Storm (the Sales Curve's new label) have announced some follow-up products to their first batch, which as you should all know are *St Dragon* (out now), *SWIV* (available soon-ish), *Rodland* (April) and *Big Run* (a bit after that). And the newies? Well, who remembers *Jetman*, the old Ultimate character? Yes, he's back in his third (if we remember correctly) adventure, and Storm have got him. The new game will be called *Solar Jetman In The Quest For The Golden Warpship* (or some-such similar title), but don't hold your breath for its release – work has yet to start. Also on for next year, though probably the latter half, are a handful of coin-op conversions. You can probably guess what *Double Dragon III* will be like, but *Brute Force* (which we don't know the first thing about) and *Asylum* (a futuristic *Gauntlet* variant) are a bit more of a mystery. Still, it's hardly surprising we don't know all that much about them, I guess – all three coin-op machines are still under development!

• US Gold have come out of the closet about some of 1991's products too. Expect to see *Super Monacco Grand Prix* (an absolutely brilliant racing game in the arcades which gobbled up a good few *YS* pennies, it has to be said) and *Shadow Dancer* (a rather more ordinary beat-'em-up, with the lead Ninja character accompanied by a white alsation) as the first biggies for 1991. Look out for a bit more on the two of them soon!

• The Multiformat Computer Fairs continue to get bigger and better – if you're looking for cheap Speccy stuff, from software to interfaces, printers and other bits of kit, you'd be hard pushed to do any better. Not only are things cheap, there's a pretty vast selection too. The venue, as ever, is the New Horticultural Hall near Westminster in London, the price to get in is three quid, opening times are ten until five, and the dates? Well, December 15th is the next one, and then there's another on February 2nd. Make a note in your diary! (Or then again, maybe not.)

• Unconfirmed at the time of writing perhaps, but all indicators point to Ocean converting what must surely be one of the big (big) movies of next year, *Terminator II* (!!). The film, out next summer and starring Arnold Schwarzenegger in the title role, is of course the sequel to the 1984 cult classic – but what we can't quite figure out is why the original remains unsigned .

• Other recently-announced sequels to successful games include *Pipe Mania II* (from Empire) and *Stunt Car Racer II* (from MicroStyle). Both originals were brilliant on the Speccy (in fact, they both earned Megagame awards), though whether either is slated in for the Speccy has yet to be announced. Keep your fingers crossed...

• Another one to look forward to – but this time it's not going to be all that far into the future – is *North & South* from Infogrames, a comic wargamey thing based on the American Civil War. You pick a side (the North or, um, the South) and try and take over as much land as possible, distributing your troops and taking part in a series of battles. It's all fairly slight, but was absolutely bags of fun on the 16-bits (well, we thought so anyway) – we can't wait for it to hit the Speccy.

6



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 20 copies of *Saints And Greavsie* by Grandslam.

Which saint isn't a saint?

a) Saint Paul
b) Saint John
c) Saint Christopher

Off you toddle to page 99 then.



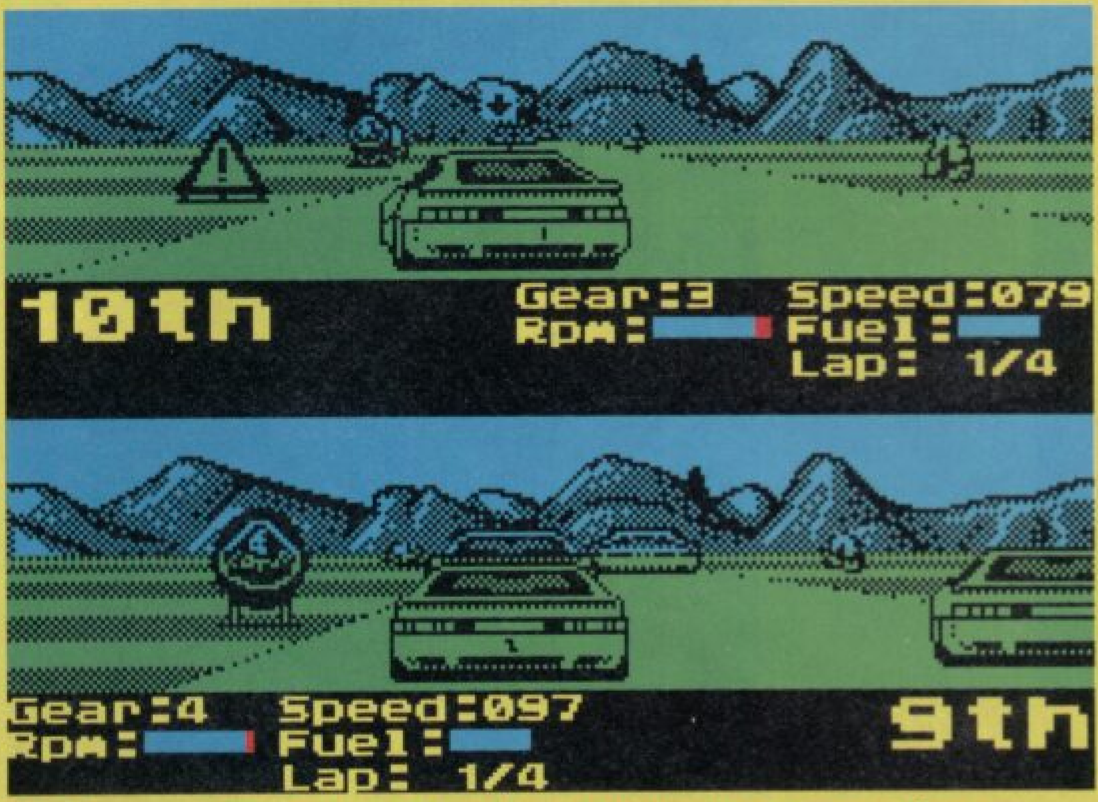
YOUR SINCLAIR MEGAGAME

LOTUS ESPRIT TURBO CHALLENGE

Gremlin/£10.99 cass
£14.99 cass



Matt Gremlin seem to be setting themselves up as some sort of driving game specialists at the moment – both *Lotus* and *Supercars* (which is also a driving game, believe it or not) arrived just in time for this issue, and we've got a *Toyota Rally* game to come too. (Lucky 16-bitters even have a Suzuki bike game, though that's not slated in for the Speccy at all.)



The two-player game, which splits the screen horizontally and presents the same action from two different viewpoints. Unusual, but – oh no! – far too ponderous to be a total success. (Don't Lotus Esprit Turbos look boring from the back though, eh? They could be anything really.)

But anyway, *Lotus* is what we're interested in here, and (would you believe it?) Gremlin seem to have come up with an (almost) brilliant game. Even more so than with footie games, it's speed that really counts when you're talking driving games, and *Lotus* is (in one-player mode) as fast as a very, very fast thing indeed. Unfortunately, proceedings grind to a bit of a halt in the two-player version – the Speccy just can't cope with moving both rolling roads at a decent sort of speed – but as a one-player this gives as good an impression of zooming along at 140mph as anything since, ooh, *Stunt Car Racer*.

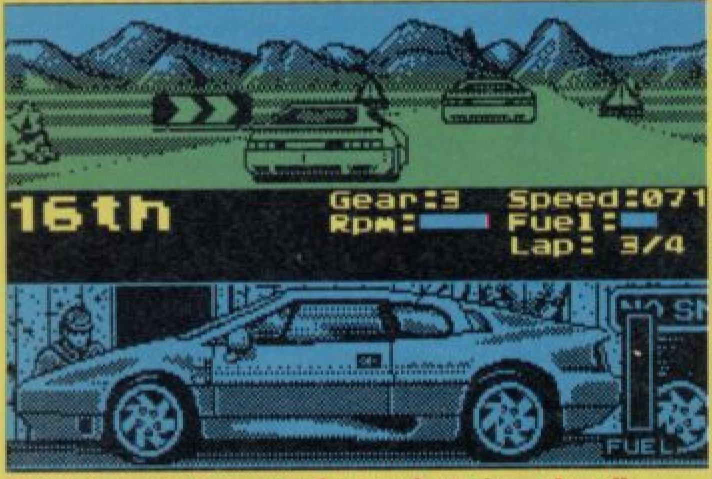
The two-player mode may be a bit of a failure rapidity-wise, but it's actually rather interesting all the same. Unless you're talking overhead view games, like *Supersprint* or *Ironman*, 'two-player mode' on a driving game normally means you take it in turns. Not so with *Lotus* – Gremlin have made the unusual move of splitting the screen horizontally, so the first player views the action from immediately behind his car through the letterbox-shaped slot at the top, while player two uses the bottom half of the screen. (When there's only one player the bottom half gets filled up by a nice big piccy of the car.) This way both drivers get a different view of the same action, and can jostle away with each other (and the rest of the pack) to their heart's content. Great fun for head-to-heads, it has to be said.

The only slight problem with this is that since every single car on-screen is identical (they're all Lotus Esprits, you see, which to be honest are fairly boring-looking cars from the back) it's not all that easy to tell one car from another – you'll certainly have problems trying to spot your human rival amongst the field of computerised cars.

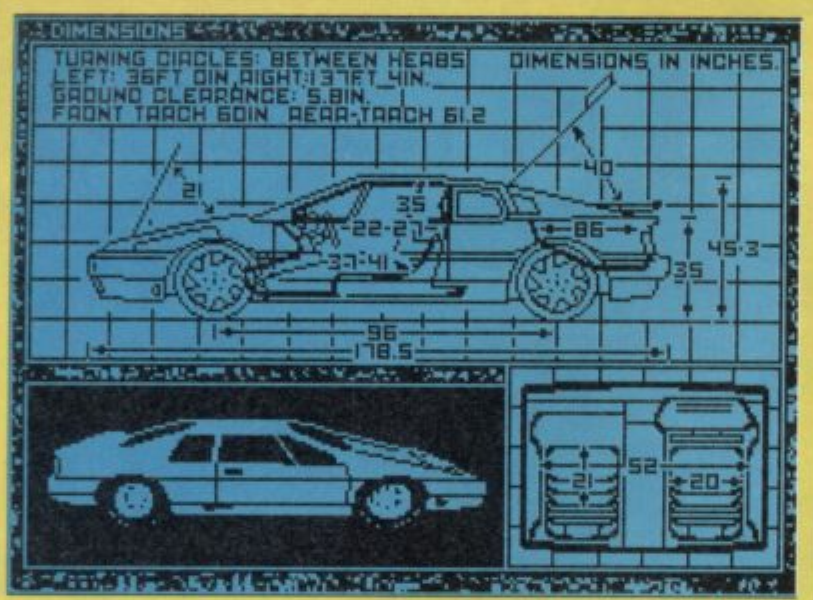
Then there's this narrow slot business, which has become a bit of a bone of contention around here. It's a love-it-or-hate-it thing I fear – people either complain that the playable area of the screen is just too small, meaning you can't see all that far ahead (often just the back end of a hugeish car sprite) which is sort of true, or they go "Great! It's just like the view out of a real racing helmet/sports car window/whatever!" Certainly, the fact that the window is relatively small may go some way to explaining how they got such impressive speed out of it (I don't know).

This sort of 'now you see it, now you don't' effect is further exaggerated by the tracks you drive around (which look more like desert roads than anything, though they're based on real racing circuits and go in a loop). They're simply the hilliest, dippiest things you've ever seen in a driving game – half the time you're swooping down into hollows (meaning you can't see very much at all except for the road curving up ahead), and the other half you're coming up over the crest of a hill which is even weirder. All you can see is car and sky until you're over it, meaning there could be anything in front of you (or the road could twist either way) and you wouldn't know until you were right on top of it. It's very like going over a real humpback bridge, and as such is rather disorientating and roller coaster-ish. Quite scary, and not to everybody's taste (lots of people seem to think you should be able to see in front of you at all times) though I must admit I think the effect is great.

What else is there to say? Well, the game comes with some neatish opening screens giving you the tech spec of Lotus cars (though you'll need a magnifying glass to read it all), nine circuits (based on real tracks), a choice of manual or automatic gears, pitstops (where you can refuel on the longer tracks) and a system where the player (or one of the two players in a two-player game) has to finish in the top eight to progress onto the next level.



The one player game, and – oops! – we're not really doing all that well, are we? In fact, we're last. (I blame it all on the odd, letter-box shaped screen, myself.)



One of the tech-spec screens at the start of the game. As you can see, the car's 178.5 somethings long, 45.3 somethings high with a boot 86 somethings long. (Fascinating, eh?)

All of which is very well, but what really counts is the impression of speed, and thankfully – as I've said already, I know – *Lotus* is really, really (really) fast (with a little bit of fastness added on). It's a shame it all slows down so much with two players – it's a two-player system that almost works perfectly on the Speccy, but not quite – and I can't help thinking that perhaps it would have been a better idea to have junked that mode, and concentrated on the one-player game instead, giving it more room in the process. Then again perhaps not – despite being flawed, the two-player game is still fun.

I dunno. This is such a borderline Megagame case I'm not quite sure what to do. The two-player bit is seriously slow, but then so much else is good about it... I reckon it gets one, but only just. Off you go then, *Lotus* – you're a Megagame. (Just be thankful you caught me in a good mood.)



finalverdict

80 · 60 · 40 · 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
84°	80°	91°

DIAGNOSIS

Very fast and pretty smooth driving game, with interesting (but slower) two-player option.

INSTANT APPEAL 90°

90°



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win ten copies of *Bloodwych* from Imageworks!

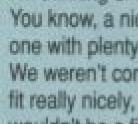


What or who is Bloodwych?
a) A vampire
b) A bunch of wizards
c) A coven of witches

Spook your way to that scary coupon on page 99.

JOYSTICK JUGGLERS

It's that time of year, isn't it? The time when our thoughts turn to blazing logs and Bing Crosby. Or do they? Let's ask those jolly Joystick Jugglers...



Matt Bielby Matt's always one for a bit of festivity. So what really grabs him about Christmas then? "All those lights and trees, of course! I'm thinking of doing up the *YS* shed actually. You know, a nice tree – I thought a six foot one with plenty of candles. And tinsel too!" We weren't convinced. Oh, of course, they'd fit really nicely, we said sarcastically, and wouldn't be a fire hazard at all (it only has wooden walls after all). Why not do it properly and make everyone dress up? "That's a thought," said Matt. "Oh! And we'll have to get the Gazza party album of course!" (He's off his rocker, the poor chap.)



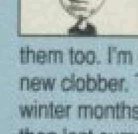
David Wilson Christmas is a fave with David because it's a great excuse for (oh no!) a jolly good sing-song. In the run-up to the big day he can be spotted traipsing from door to door and carolling away for all he's worth. (People give him things to make him go away.) "I go to church too," he revealed. "Oh no, not because they can't chuck me out, but 'cos it gives me a big enough space to really project my voice. Ahem. SING CHOIRS OF ANGELS, SING IN EXULTATION...!" We made our excuses and left.



Andy Ide So what do old hippies do at Christmas? We asked Andy. "Christmas is actually a pagan festival to celebrate the winter solstice. I go for all the primitive aspects like the Yule Log and mistletoe, hiding money in the pudding (and making sure I get the bit with the cash) – you know." What a hippy, eh? Rumour has it he wears a long white robe and prances round the tree too.



Linda Barker Linda, what does Christmas mean to you? "Well, there's Chas 'n' Dave's Christmas album, of course. That's very, um, Christmassy. Run rabbit, run rabbit, run run run.... Roll out the barrel – lovely. It's only got one rival really – the new Gazza party album!" Oh no! Anything but that! "The best thing though is that I can ask for all those records I missed during the year – I want The Caretaker Race one, please." What on earth is she talking about, Spec-chums?



Rich Pelley Right, Richie baby, over to you. "The only good thing is all the parties." Oh, come on, Rich, what about presents? "Oh, yeah, them too. I'm definitely getting some trendy new clobber. The really nifty stuff for the winter months is even wider and flappier than last summer's gear, you know!" Oh really? No doubt the girlies will be very impressed, eh, Rich? Rich? "Sorry – I've just thought of something else – mistletoe! Mistletoe's ace!" And off he wandered, starry-eyed. (He's up to something.)



Kati Hamza A fickle miss by all accounts. What d'you like *best* about Christmas, Kati? "I like holly and carols and street lights and mince pies and those sweet little wooden decorations and Stones Ginger Wine and trees and shop windows and snow and wrapping up presents and nativity plays and angels and..." Enough, enough! It's fairly clear that Kati likes Christmas. (Or at least she does this year anyway.)

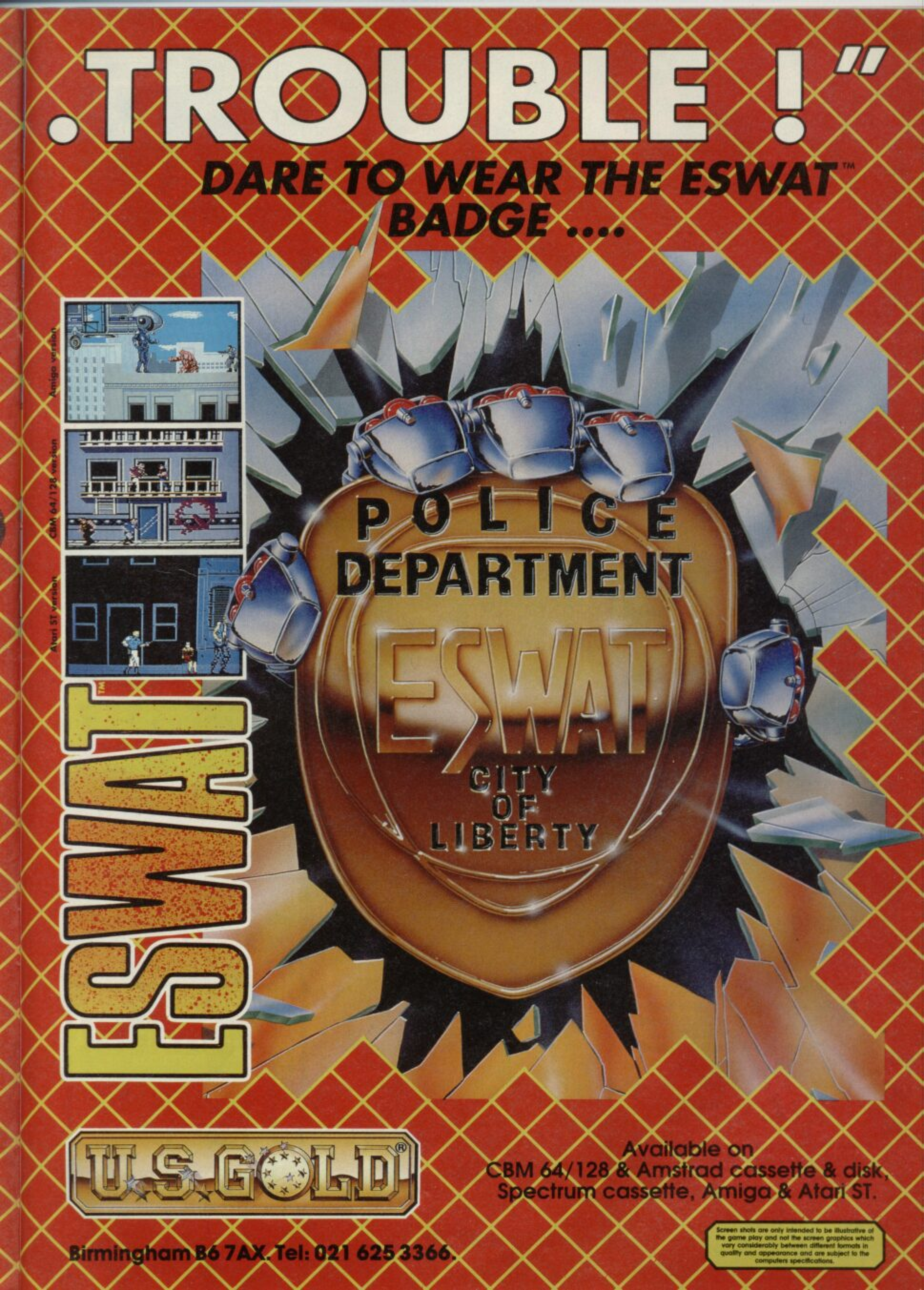


Paul Lakin Paul spends the Christmas hols with his rather posh family (and lots of dogs) back at their country residence. What do you usually do on Christmas Day then, Paul? "We go to the chapel built on the side of the house and then visit the tenants before brekkers. Then it's back to the old Hall for kedgeree and kidneys, a walk with the dogs and then it's time to open the prezzies (which takes about four hours, I get so many) before dinner. It's all rather jolly." Sounds it. Do you by any chance give the tenants anything for Christmas? "A bit of coal, usually. It's good for them to keep warm." Very generous.

SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!
70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.


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Linda Please can I have a dragon? *(No. Ed)* Just a little one – I could keep it under my desk. It wouldn't be any trouble, honest. *(Sorry, Linda, you can't have one.)* But I could take it to the park in my lunch hour and train it to drink coffee from the machine. And it'd keep the office warm in winter. *(Look, Linda, it just wouldn't fit.)* But I only want a little one.

Oh, okay. I guess I'll make do with this game for the time being. It's got loads of dragons in it, and a dwarf and lovely little blue elves too. Yep, riding dragons and killing people – that's the life for me.

For the handful of you who don't know, *Golden Axe* is Virgin's big Christmas coin-op conversion, a



GOLDEN AXE

YOUR SINCLAIR MEGAGAME

highly colourful two player *D&D* style beat-'em-up. The arcade original was as playable as, erm, a very playable thing, and the Speccy version is remarkably similar –



And here's the dwarf again (he's my favourite character, you see) about to get himself into some severe trouble with two giant end-of-level baddies. (Eeek!)

it has all five horizontally-scrolling levels of the arcader (packed with oodles of baddies), between-level maps outlining your route, and (most impressively) bags of smoothly animated colour. Most of it is set in front of a plain black background which saves on attribute clash – the only time things get hard to see is when you're surrounded by baddies, when it's a bit of a jumble.

But before we really get into the game there's a bit of a complicated plot bit to explain, I'm afraid. You see, Death Adder and his men have pillaged their way through the kingdom of Yuria (as bad guys do), taking the King and Princess captive. What's more, DA has also got his slimy reptilian mitts on the legendary Golden Axe. It is up to you to... ah, but I'm sure you can guess the rest.

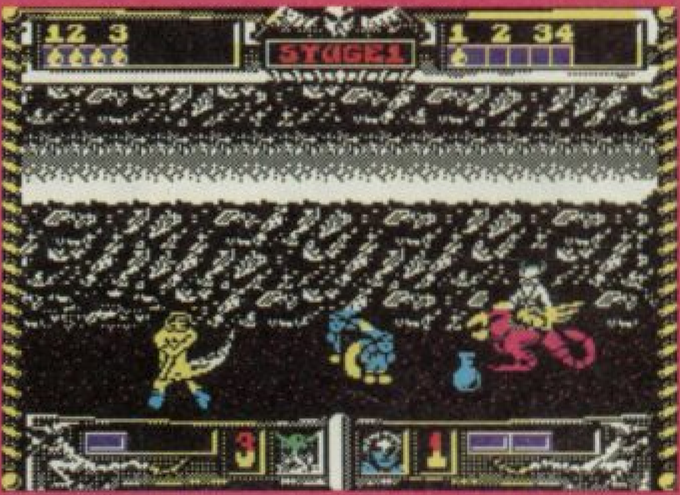
Before we can get stuck into the fighting though you've got to choose your character. You too can be a barbaric warrior, a flame-haired amazon or a bouncing dwarf, each with a suitably revenge-filled reason for wanting DA dead. All three can manage a handful of fighting moves – slashes, kicks, jabs, and a jump-in-the-air-and-stab-the-rotter-in-the-head-on-the-way-down one, the computer picking the attack it uses each time you press Fire. Beyond that, all the characters have their own individual moves – a shoulder barge for the barbarian, a flying kick for the girlie – and limited magical powers for those tricky moments. These work as sort of smart bombs, wiping out the less powerful baddies on-screen, and knocking wodges of energy off the others. How powerful they are depends on how many bottles of potion you've collected from these rather sweet little blue goblins who run around every now and then, most noticeably in the little bonus bits between levels. Clout one round the head and he'll drop a couple of bottles. Collect them and whammo! Your magic's no longer a weedy series of bangs popping across the screen, but a massive, baddy-crippling explosion of nuclear proportions.

But let's get on with the game, shall we? The screen won't scroll 'til you've killed off the first lot of baddies, which actually takes some getting to grips with, before developing into a sort of forest affair. What you really want to do is snatch the first opportunity to get yourself a dragon – knock a baddie off one, clamber onto the hot seat and you effectively double (if not triple) your slashing power. Dragons come in various sorts – some flame breathing, some odd chicken-like ones which hit things with their tails – but they're all super-useful to have, especially when taking on the big end-of-level baddies. Watch out though – the baddies will want their mount back!

At the end of each level big baddies come in two sorts – big white men with swords, and big green and yellow men with hammers – and various combinations. Kill them (it is possible) and you'll get to the next level, which in this case is the Turtle Village (so called because it's built onto the back of a giant turtle, though that's not apparent in the Speccy version). Here you'll take on some really mean chicks with lethal lightning-shaped swords before crossing a bridge to Level Three and Eagle Island (perched on a giant eagle's back) which is populated with *Jason And The Argonauts* -style skeletons. Eventually you'll get to a castle and your final showdown with slimey old Death Adder himself. Kill him and wa-hey! You're a complete and utter hero.



Here's Gilius Thunderhead (the dwarf) using his magic on some spooky Level Two monsters – including a blue dragon at the back there.



A-ha! Here's a two-player game, with the dwarf (mounted on a dragon) and his barbarian pal about to grab lots of magic bottles from some unsuspecting (but quite cute) little elves.

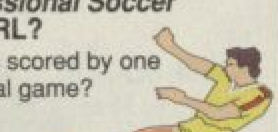
You can now sit back, breathe freely and think – wow, what a good game. I know I did. I have no massive niggles with this one at all – it's a painful multiload, the colour clash can be a bit ugly and, despite being bags of fun, the two-player option would be better if the heroes could fight each other (as in the arcade) – but considering the limitations of the Speccy it's great. Plus there are loads of dragons and elves in it. What more could a girl possibly ask for?



Win ten copies of *Professional Soccer* from CRL?

What's the most goals scored by one player in a professional game?

a) 12
b) 14
c) 16



Kick your answer to page 99.

finalverdict

80 – 60 – 40 – 20 – 91°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	90°	93°

DIAGNOSIS

Brilliant beat-'em-up with loads of characters, colour and nice little touches. The best of its kind all year.

INSTANT APPEAL 91°

the AMAZING SPIDER-MAN®

Take the role of Marvels' favourite character - Spider Man - in a highly addictive race against time to save Mary Jane from the hands of Mysterio.

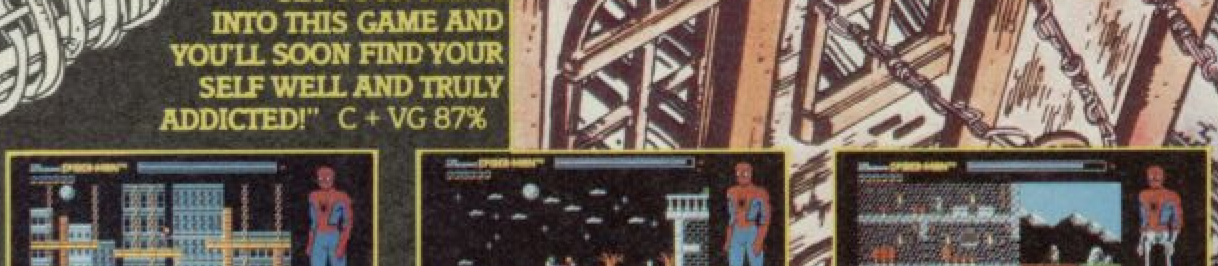
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GAZZ

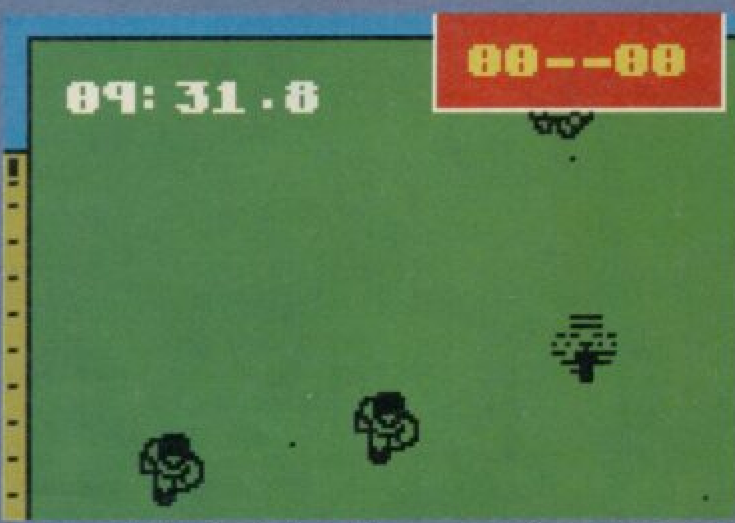


He laughs, he cries, he plays football rather well and he raps like... erm, but the less said about that the better. He also managed to shift oodles of a certain footie game last winter despite the fact it was crap. Who is he? He's Paul 'Gazza' Gascoigne of course, and he's got a new game out this Christmas. MATT BIELBY was daft (as a brush) enough to try it.

Take a quick glance at the charts this ish and you might spot the fact that *Gazza's Super Soccer* is still selling really rather well. No surprise, you may think – after all, Tyneside's favourite son is possibly the most famous man in the country right now. No, no surprise at all, unless you'd actually had a look at the game. You see (whisper it), it's not actually all that good.

No, not for nothing did it earn a lowly 64° in an old *YS* (though to be fair, we didn't pan it exactly, just pointed out that it was "kind of okayish, sort of" and "on the whole, good news for Gazza fans and tragically forgettable for the rest of us"). Of course, what we didn't realise then was just how many people were about to become Gazza fans! Yep, grabbing Gascoigne when he was quite famous (but just about to become really, really famous) was about the smartest bit of licence-acquiring the boys from Empire (or anyone else, for that matter) have ever done.

All that being the case, a sequel was inevitable really. And here it is! Just in time for Xmas, graced with a lovely (ahem) shot of Gazza pulling some sort of weird expression from the World Cup on the cover, and accompanied by promises that it's actually quite a lot better than the original game. Ocean and Image Works have cause to worry alright – soccer games always do really well (even when they're crap) and a good game with Gazza on the front, well, it could just possibly eat the *Turtles* for Christmas dinner (with *Robocop II* for dessert). Or that's the theory, anyway.



Everyone's legging it down the screen, but no - the guy on the right isn't turning invisible, he's one of the shadowy opposition players!

So what's the new game actually like?

Well, when we took a look at it it wasn't quite finished, it must be said (which is why this is a Megapreview – the review will come next issue), but we saw enough to

> **"After all, we could probably bung a blank tape in a box with *Gazza II* on the front and we'd sell loads. It just wouldn't be at number one all that long, that's all." *Rick Yapp*, Gazza II *Product Development Manager***

get a good impression. The goalies hadn't been put in yet for example (so scoring was pretty easy).
What you could tell though is that it's fast. More like the sensational 16-bit *Kick Off* games than anything yet seen on the Speccy in fact (certainly a lot more like them than the official *Kick Off* conversions), which is enough to get anyone excited. After all, despite the many footie games we've seen lately, things haven't really developed much beyond the standard of the ancient *Match Day II*. If there's a chance *Gazza II* might be significantly better, well, there's a jolly good

The Fog on The Tyne is All Theirs (All Theirs)

Time for a couple of short conversations, I think. First off, I got RICK JAPP of Oxford Digital Enterprises (Empire's development house) to take us through the game and show us where they'd gone right.

So, Rick, were you involved in the first Gazza game? What did you think of it?

Well, it wasn't too hot, was it? I was quite disappointed. I did the game design on that one, but the finished thing turned out to be nothing like it. The 16-bits were better, but though it did very well, I feel it would have done even better if there'd been really good software in the boxes.

How does *Gazza 2* differ then?

Well, it's a completely new game. It's an overhead view for speed, and left-to-right scrolling so you can see further ahead. Our original design was that you play up and down the screen, like in Kick Off, *but we changed our minds because that way you can't see where you're going or what's happening in front of you very well. Also, the person playing down the screen is at a distinct disadvantage we've always found, while when you play left-to-right things are more even.*

Other things? Well, we've got a scanner screen option in there too, where you get the whole of the pitch squashed onto one screen and the two teams indicated by little plus and multiply signs. Though it's too disorientating to flick between the scanner and normal view during any one game, you can actually play a complete game on the scanner, and lots of fun it is too. It's good for doing decent through balls and getting a good overall feel of the game.

Gazza himself isn't very obvious, is he?

No, only on the box. We couldn't really see how you could put him in without it getting in the way. The most important thing for us on this game was to get the playability right, and mainly that's down to speed. It's all very simple to play – an arrow indicates the character you control (the one nearest the ball) and it switches to the goalie when you're near the goal mouth. Almost all the clever stuff is hidden away – for instance, there are nine teams you can play, and they're each graded for skill levels. Not just the teams either, but the players too. Each man is an individual – some are faster than others!

Another touch I quite like is the fact we've put dots on the ground to give it a surface, so even when there aren't any goal markings or whatever you can tell which direction things are scrolling. You might not even notice it – at least, not conciously – but it helps with the game.

And that's it really. A very simple game, but hopefully one that plays very well.



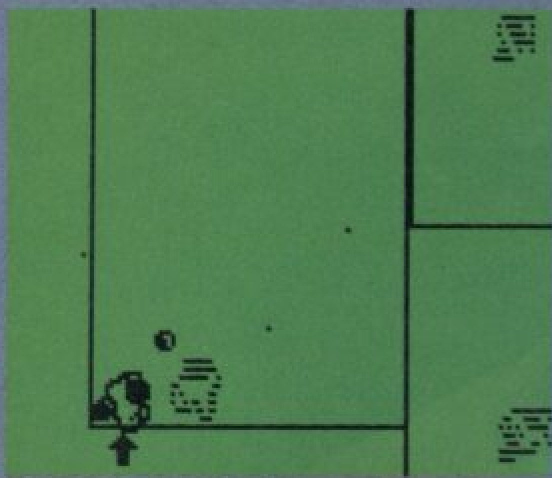
And here we go - the match is about to start! Notice the yellow power metres at the sides of the screen, there to help you judge the strength of your kick.

Right, second mini-interview time now, and this time with JOHN PICKFORD of Active Minds (the folk behind *Total Recall*), who's one of the programmers.

So what was your general thinking when you were working on this, John?

Well, I've been working on console games lately, and they've influenced me quite a lot. I've taken the same approach as the Japanese really – I've just made it playable and fast and more or less forgotten that it's actually about football. If anything was the model for it, it was Gameboy Soccer *on the Sony handheld rather than* Kick Off *or anything else. It's not that* Gameboy Soccer *is particularly good, just that it's very simple. You can foul as much as you like, which I love. I always think that if the basic game plays well, then you can add anything else you want to it afterwards. The advantage for me is that I don't like soccer very much, so I just tried to make it fun.*

A II



It's getting exciting here – we're on the edge of the goal area and about to shoot!

reason to be excited.

So, brief description time. It's an overhead-viewpoint game for a start, and one that's almost totally devoid of any pre-match hassle (each game is played individually, so there's no semblance of a league). Though it scrolls in eight directions, you're playing left to right across the screen (or vice versa) rather than up and down as in *Kick Off*. There are no colours on the screen (well, apart from green, of course), and your

> **"The advantage for me is that I don't like soccer very much, so I just tried to make it fun."**
> ***John Pickford,* Gazza II *Programmer***

little men are depicted in black while the opposing team are dressed in a sort of shadowy grey. Yes, I know it sounds odd, but soon you'll be won over to the idea. This way there are no attribute problems, there's no moving lots of colour around the screen to slow things down, and seeing which lot are your side



becomes very easy indeed. I'm surprised no one's come up with this solution before really.

The general impression you get while playing the game is of a coin-op conversion or perhaps a console game – as many complications as possible have been ironed out to produce fast, seamless action. You get throw-ins and the like of course, but beyond that the rules of football have been almost totally ignored. You can foul the other team as much as you like, for instance – having refs and things would slow down the action – and if your little man is close to the ball it'll virtually stick to his feet. Passing and so on have been made as simple as poss too, the action moving around the pitch at a very rapid rate indeed. Like *Kick Off* it's almost like watching a game of pinball at times, rather than a real game of soccer.

And that's it, more or less. There's no extra time or anything like that, though there's a choice of nine different teams to play, each one of a different standard. It's a two-player game of course, so the possibility of a *YS Gazza II* league looms high. And that's it, I've run out of things to say. At the end of the day just two things are certain – a) football is a game of two halves and – b) with this groovy little licence attached, whatever happens, Empire is the winner.

Gazza's Super Soccer

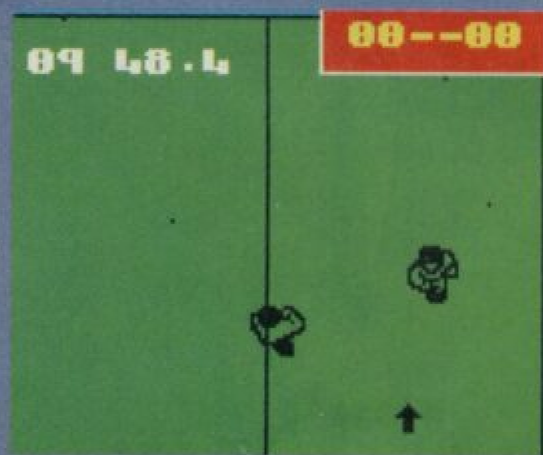
IT WASN'T REALLY ALL THAT GOOD, WAS IT?

Um, no, it wasn't. I'm almost loath to write anything about it at all really, but in the interests of giving a comparison with *Gazza II*, here's a brief description.

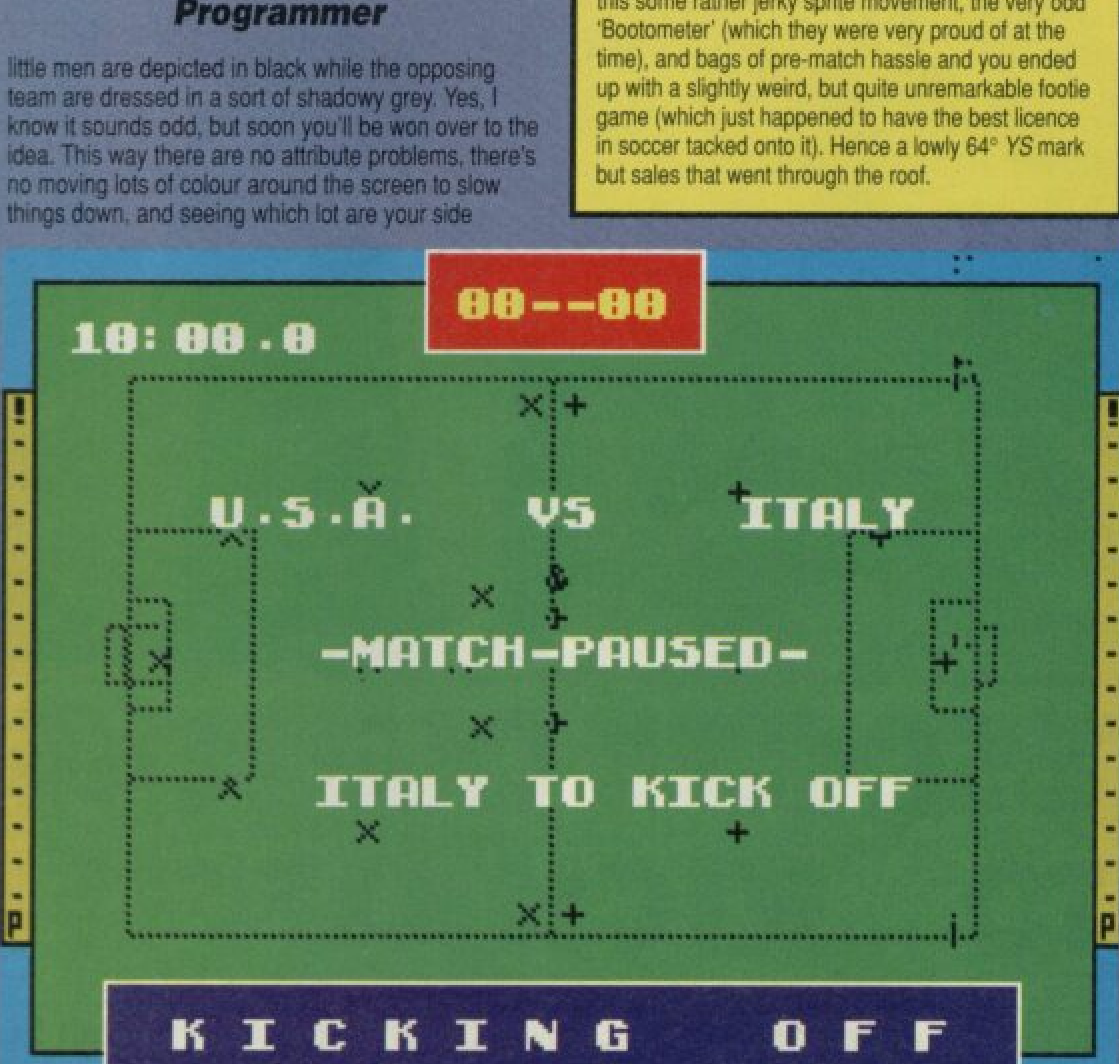
Though the game had a fairly traditional three-quarters side-on viewpoint for most of the time (rather like *Match Day*), things got pretty spooky when you approached either end of the pitch. All of a sudden everything spun round 90° to a facing-the-goal perspective, making shooting easier in theory, but in practice totally disorientating you, leaving you unsure of which little man you controlled for a second. Add to this some rather jerky sprite movement, the very odd 'Bootometer' (which they were very proud of at the time), and bags of pre-match hassle and you ended up with a slightly weird, but quite unremarkable footie game (which just happened to have the best licence in soccer tacked onto it). Hence a lowly 64° *YS* mark but sales that went through the roof.

Those Gazza II features in full

- Overhead viewpoint, but with play from left to right across the screen (rather than up/down as in *Kick Off*) so that you can see further ahead.
- Giant scanner view so you can play the entire game on one screen – good fun, and excellent for playing a long ball game.
- Shadowy opposing team, meaning no attribute clash and allowing for a faster game.
- Two player option (always the best way to play a footie game).
- Hardly any real references to Gazza at all once you've loaded the thing up!



Oh dear. Nobody seems all that sure which direction the ball's gone in – they're running off in all directions!



A-ha! It's the big scanner view of things – you can actually play the game like this, with the crosses as one team and the plus signs the other! (Good for the long ball game!)

FAX BOX

Game	Gazza II
Publisher	Empire
Programmers	John Pickford (code) and Simon Butler (graphics) at Active Minds
Price	To be announced
Release date	Late November/ early December

WIN *FOUR* TICKETS TO AN ENGLAND INTERNATIONAL AND THE CHANCE TO MEET *GAZZA* AFTERWARDS!!



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STEP ONE

What's all the excitement about then?



Christmas and football – two very, very lovely things indeed and here we've got them both! Gorgeous pouting Empire have come up with what is possibly the greatest day-out in the history of the world – four VIP tickets (meaning you'll get treated very well indeed) to see England play at Wembley in a European Championship international! And that's not the best bit! The best bit (which will only come as a surprise if you haven't read the headline above!) is that after the match you'll get to meet football's main man of the moment, our cover star, Mr Paul Gascoigne himself! (Hurrah!)

Runners-up needn't be disappointed though. Well, okay, they probably will be, but a pristine copy of the brand-new *Gazza 2* game should be enough to cheer them up a bit.

STEP TWO

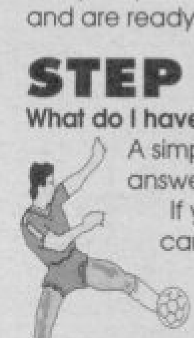
Calming down

Okay, make yourself comfortable, sit in your favourite position, have a nice calming drink and put some soothing music on. (We usually find a wee tot of whiskey and John Denver ideal.) Just stay like that for a bit. We'll be back in a moment.

Okay. Hopefully now you've stopped shaking and are ready for Step Three.

STEP THREE

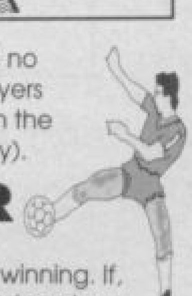
What do I have to do?



A simple question deserves a simple answer.

If you look up a bit you'll find cartoons of three rather funky and famous footie players, each one a star of his country's national team. All we're asking you to do is name the player and his country – for anyone who watched the World Cup at all this should be no problem, as we've picked players who made a big impression on the international stage (as they say).

STEP FOUR



Is that all?

Only if you're not interested in winning. If, on the other and more sensible hand, you do fancy your chances, fill in that sweet little form at the bottom of this paragraph, stick it on to the back of a postcard or envelope, get someone to buy you a stamp and pop it in one of those nice big red things (a postbox) addressed to *The Fog On The Tyne Is All Mine (All Mine)* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. Oh, and the closing date's January 15th 1991, okay?

RULES & REGULATIONS

1. Team members from Empire and Future will be sent off (every man jack of them) if they come anywhere near this compo.

2. Final whistle goes at 12pm on January 31st 1991. Absolutely no extra time allowed!

3. Matt's a bit of a stickler when it comes to rules, one of those mean stony-faced refs who never smiles (except when he's booking someone). You have been warned!

FOG, FOG, FATAL FOG IT CAN PLAY HIDEOUS TRICKS ON THE BRAIN.... EASY, PEASY LEMON SQUEEZY

1 IS .... AND HE PLAYS FOR ....

2 IS .... AND HE PLAYS FOR ....

3 IS .... AND HE PLAYS FOR ....

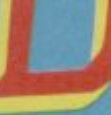
As for me, my name is ....

And I currently reside at ....

.... Post Code ....

DRAGON BREED

Activision/£9.99 cass



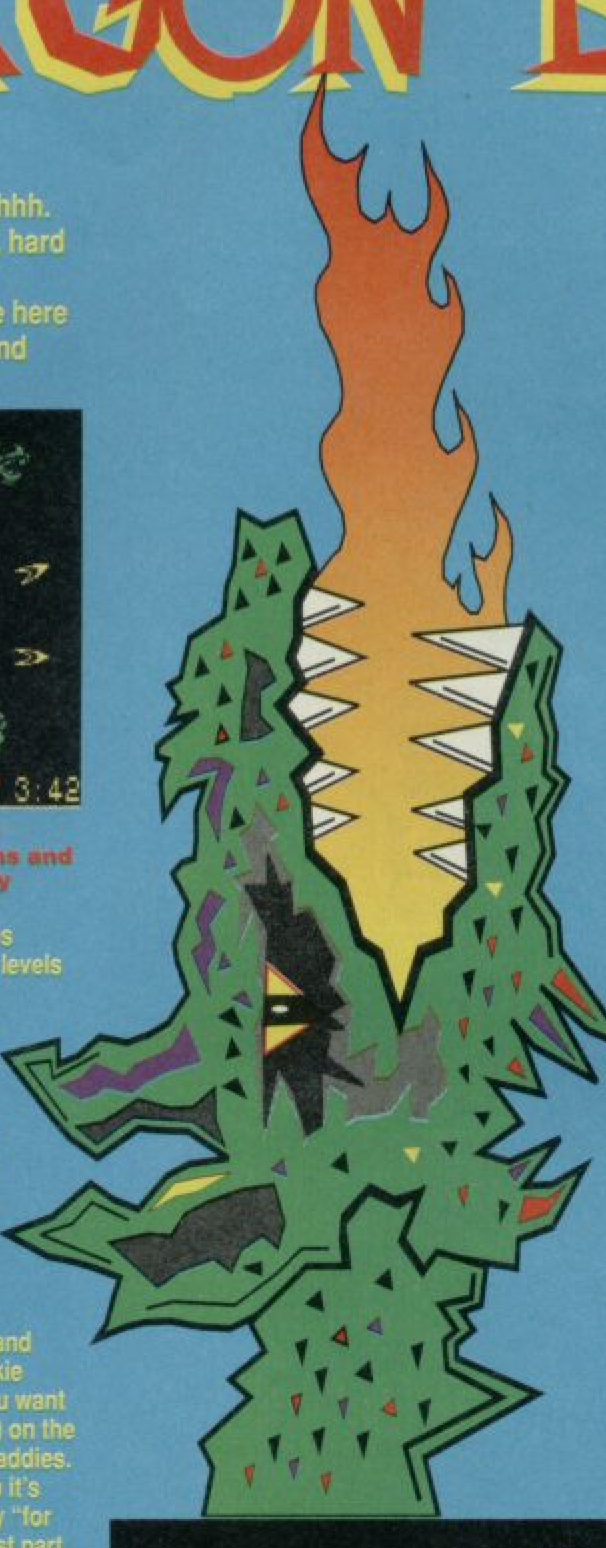
Rich Nnnnnuurgh. Hnnnnnnnuuh. Grrrrrrrahhh. Puff, pant, wheeze. Nope, hard as I try, I just can't help mentioning the uncanny resemblance here between Activision's *Dragon Breed* and (dare I say) Storm's *St.Dragon.*



Here you are (having jumped off your dragon) running about collecting icons and whatnot. (The dragon hovers helpfully overhead until you've finished.)

They both feature whopping great dragons flying through tons of horizontally-scrolling levels blasting things (although this one does it up and down a bit too), so you must admit there is a certain deja vu, n'est-ce pas, mes petits readers? In fact, I might even say that even though *Dragon Breed* was without doubt the superior arcade machine (they're both coin-op conversions, you see) there's very little to actually choose between them on the Speccy. (Although maybe I won't say that 'cos Activision will probably get really cross and come over and hit me or something.)

Ahem. Anyway, viewers, let's get started and take une peek, eh? Firstly there's you, a blokie (the King Kayas of the Agamen Empire if you want the honest truth) who sits (for the most part) on the back of a dragon, bombing about blasting baddies. The actual dragon is invincible of course, so it's only you on his back who can be killed. I say "for the most part" because while, er, for the most part you directly control the dragon around the screen, using his tail (which responds pretty convincingly to your joystick waggles) to cunningly curl around yourself as a shield or to hit and kill baddies with, there are moments when you don't. In these bits you can actually jump off and scuttle along a platform or the ground to pick up the odd add-on weapon and then, well, jump back on again.





It's early in the game and you've not collected fiery breath for your dragon. Not to worry though – your ordinary cross-bow thingies will more than suffice for these little purple jobbies.

Weapons can also be collected by flying into the relevant pod. Correct me if I'm wrong, but I could only find four different ones (a bit of a disappointment) – fire breath, yellow boomerangs which go flying from your tail, lightning bolts and, so I'm told, ones where loads of little dragons fly out of your stomach (bleugh!). You can only have one of these at a time mind (although the more you collect of each one, the more effective it becomes).

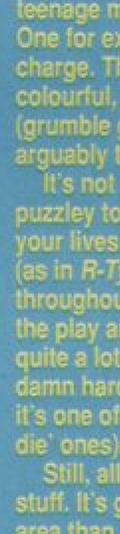


Eek! It's a giant end-of-level baddie thingie – or rather, it's just *part* of a giant end-of-level baddie thingie. Some of these monsters are massive, and need to be destroyed bit by bit *R-Type*-style.

Baddy-wise, there's loads – and very *R-Type*-ish it all is too. (Although perhaps I should add that this isn't officially the follow-up to that well renowned game, even if the coin-op was put together by exactly the same team.) These come at you from all directions of course, and do a pretty large assortment of things (surrounding you, just sitting there and getting in the way etc etc). There's also the customary end-of-level nasty (a huge teenage mutant ninja chicken at the end of Level One for example) thrown in absolutely free of charge. The graphics are pretty decent, quite colourful, very big and well animated, though (grumble grumble) not up to *R-Type* standards (or arguably those of*St.Drag's* either for that matter).

It's not all blasting though – some bits are quite puzzley too. You often have to spend almost all your lives working out how to get past a certain bit (as in *R-Type*) and there's certainly loads of variety throughout the six levels, both in the baddies and the play area. Nine credits should help you to see quite a lot of the game per play but it is pretty damn hard (and can be a complete bummer 'cos it's one of those annoying 'go back miles when you die' ones).

Still, all things considered, this is all pretty good stuff. It's got bigger graphics and a larger playing area than *St.Dragon*, and is perhaps a touch easier, though probably not quite as polished looking and certainly not as colourful. As to which you buy, well, you pays yer money and you takes yer choice I guess, and I'm still wobbling a bit between the two. I guess I might slightly lean towards *Dragon Breed*, if only because there's more room to manouvre than in the occasionally cramped *St.D* – and it's not as off-puttingly hard – but there's very little in it.



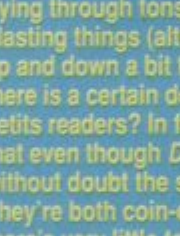
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
77°	75°	81°

DIAGNOSIS

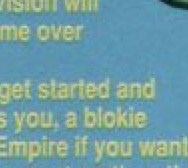
A pretty decent and original blast-'em-up – though *St.Dragon* got there first (just about).

INSTANT APPEAL 80°



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b) Cinderella's
c) Mary Poppins'



Daintily trip through the little flowers to page 99, feed the birds and get that answer down.


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Linda Oh dear. *Line Of Fire* seems to be rather topical, doesn't it? It's all about loads of soldiers in a desert running about shooting each other, you see. (Let's hope reality doesn't get any closer to what we see here than it has already, eh?)

Ahem. But anyway, the game. As you've probably guessed from the screenshots, it's a shoot-'em-up along the popular lines of *Operations Wolf* and *Thunderbolt*. In fact, it's the only *Op Wolf* clone being touted this year, which more or less guarantees it a fair slice of the action – the only thing it's really got to do is convince us that it's not something we've all seen a million times before (though, of course, it is).

Just like its *Op* predecessors, *Line Of Fire* is a sort of shooting gallery affair (as if you didn't know already). Various objects including soldiers, helicopters and speedboats come hurtling towards you firing missiles and dropping bombs and it's your job to shower them back with bullets, using a little gunsight thingie that you move around the screen.

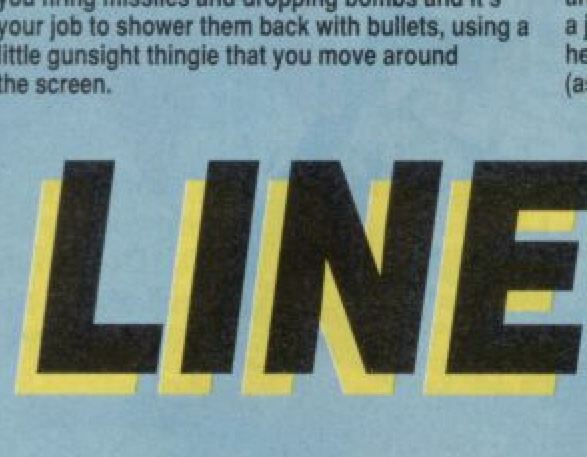
and with a two-player option as well. But what about the 'big twist'? The 'hook' that's going to make us all want to rush out and buy it? Well (wait for it) in *Line Of Fire* you can actually move around corners too! One minute you're zooming along a corridor, shooting at soldiers, when suddenly you come to the end and whammo! Everything twists around 90° and you zoom off down the next corridor. It's enough to make you feel jolly giddy, I'll tell you.

There are eight levels, all of which sound fairly varied but don't let that kid you. You start off in an enemy base, with loads of 'orrible foreigners charging at you, and then move on in the second level to another enemy base, this time yellow and stuck in a jungle. Here you get to blow up jeeps and helicopters, as well as collect lots of little boxes (as you do on all the levels). The ones marked with a cross are first aid boxes (sorry if I'm insulting your intelligence here), the others are ammo or what have you.



They throw lots of stuff at you, but even here it's not very clear what it all is – things get even worse when it's moving.

LINE OF FIRE



Check out these odd bridges on the boat level, packed with collectable goodies. (Hurrah!)

Onto Level Three then, and it's an escape by high-speed boat, with lots of enemy boats to destroy. Here your ammo and medicine boxes are perched on top of bridges and all goes fairly swimmingly until the end, when something very odd appears. I'm not quite sure what it is – it's a sort of big grey lump, with lots of knobbles and guns and, yes, I think I can make out some gunmen there too. It looks like a wall floating in the middle of the river, but I guess it's really a sort of two-tier bridge, with little baddies hiding between the arches.

And that's one of the main problems with the game really – you couldn't really call *Line Of Fire* pretty (everything's in monochrome with the levels in different colours) and you certainly couldn't call it clear. I mean there you are, merrily blasting the Christmas stuffing out of everyone when giddy aunts! What's that?! A boat? A helicopter? A something else? I don't blooming know. (Ahem. Perhaps I'm exaggerating here a bit but you get the general idea, and it's certainly not helped by things being a bit jerky at times.)

But anyway, back to the plot. We've also got some fighting in a canyon, a ruined city bit (which scrolls sideways), a bit set in a tunnel (where you seem to encounter a bloke in tight leather trousers suspended in a cage affair and surrounded by hooks and chains – very strange), an aeroplane bit and, ooh, much (much) more. But for all this supposed variety the action's pretty much the same throughout.

The basic trouble – and I guess it's the same with all these sorts of games – is that it's all just a load of killing (and then a bit more killing after that). The scrolling-round-corners effect – the selling point to make it different from the *Ops* – isn't a big enough twist to keep you interested and it just ends up being too old hat to be very exciting. For die-hard shooting gallery fans only.

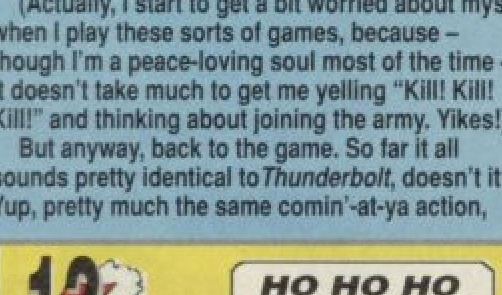
(Hmm. The thrill of blowing things up seems to have worn off – maybe I won't be joining the army after all. Besides, there's all that horrible food to consider too.)

(Actually, I start to get a bit worried about myself when I play these sorts of games, because – though I'm a peace-loving soul most of the time – it doesn't take much to get me yelling "Kill! Kill! Kill!" and thinking about joining the army. Yikes!)

But anyway, back to the game. So far it all sounds pretty identical to *Thunderbolt*, doesn't it? Yup, pretty much the same comin'-at-ya action,



Hmm. I don't think Player Two is pulling his weight somehow. (It must be Matt.)



Win five copies of *Battle Of The Bulge* from CCS!

When did the Battle Of The Bulge take place?
a) The beginning of World War II
b) The middle of it
c) Near the end



Blast through the pages of *YS* to that coupon on page 99!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	55°	70°

DIAGNOSIS
Disappointing *Op Wolf* variant that claims to be different but isn't at all really.

INSTANT APPEAL 78°

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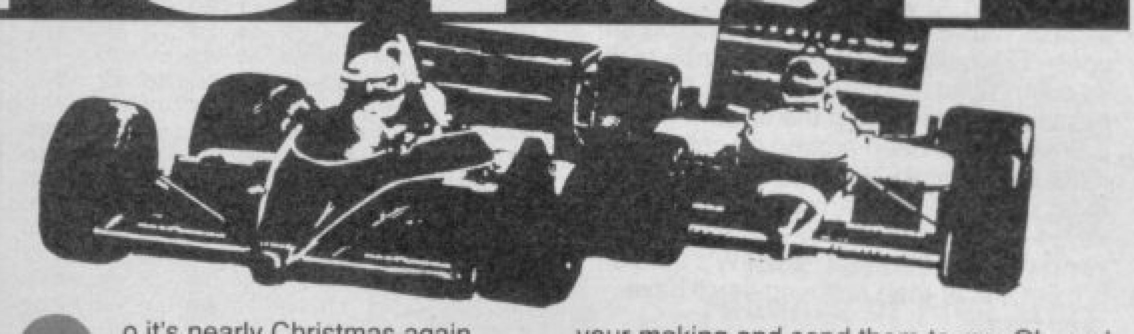
Commodore Format: It'll be quite good. Probably.

NEXT ISSUE ON SALE DEC 20TH * TELL THE WORLD THE GOOD NEWS!

PROGRAM PITSTOP



Christmas, eh? What a pile of smelly jobs. Nothing but lots of washing up and grand-parents who keep on telling you how you need a haircut. It's enough to make you see what JONATHAN DAVIES has in store for this month's Program Pitstop, isn't it?



So it's nearly Christmas again. Who'd have thought it, eh? And, as usual, I'll be blowed if I can find any presents to buy for anyone. Last time round the best I could come up with was a selection of the usual handkerchiefs, chocolates and National Trust calendars, which was received with courteous disdain (just like the year before). So this time I'd like to do a bit better. I've set aside a sizeable dollop of my newly-acquired Student Loan and I'd like your ideas on how to spend it. Yes, 'reader feedback' is what I'm after here, so jot down those gift ideas on a coupon of your making and send them to me. Oh, and scribble down the gift of your choice while you're at it. The sender of the best set of suggestions will receive a present, you see, and I'd like to know what sort of things to buy. It'd better be cheap though. (A game would be ideal.)

While you're thinking about that here are two programs to try out. There's *Life*, which wins **JW Joyce** a rather fabulous £50 and let's you experiment with, erm, 'life'. But before that there's a speedy circle-drawing routine by **Darrell Smith** to replace your Speccy's creeky built-in one.

What fun. *(You might well ask. Ed)*

CIRCLES

by Darrell Smith

If you added up all the time you've spent waiting for your Spectrum to draw circles you'd probably have enough for a long weekend in Margate (although watching the circles would be eminently more satisfying). Darrell Smith has set out to address this problem with his alternative circle-drawing routine which does the job a whole lot faster. Circles now just sort of 'appear', which means you can use them for purposes you'd never previously have bothered with. (Actually I think a similar program appeared in Pitstop ages ago, but I couldn't find it and neither, presumably, will you.)

To get it going, type in the Basic (which is mostly a demo and could therefore be discarded) and save it by doing SAVE "Circles" LINE 1035. Then, using the Hexloader, type in the Hex and save it as "CIRCLE M/C". Reload the whole thing, run it and watch the demo.

To draw you own circles...
POKE 56001, x co-ordinate
POKE 56008, y co-ordinate
POKE 56015, radius
and then RANDOMIZE USR 56000.

Listing One

```
   1 PAPER 0: INK 7: BORDER 0: C
LS
  10 FOR F=1 TO 80 STEP 8
  20 POKE 56015,F
  25 POKE 56008,80: POKE 56001,1
20
  30 OVER 0: LET L=USR 56000
  40 NEXT F
  45 INK RND*7
  46 CLS
  50 GO TO 10
 100 FOR F=0 TO 255 STEP 8
 110 POKE 56001,F
 115 POKE 56015,80
 120 OVER 1: RANDOMIZE USR 56000
 130 OVER 1: RANDOMIZE USR 56000
 140 NEXT F
 150 GO TO 100
1035 CLS
9000 CLEAR 55999: LOAD "CIRCLE M
/C"CODE
9010 RUN
9500 FOR F=56000 TO 56244 STEP 8
9510 LPRINT F;"  ";
9520 FOR A=F TO F+7
9530 LPRINT PEEK A;" ";
9540 NEXT A
9550 LPRINT CHR$ 13;
9560 NEXT F
9999 SAVE "CIRCLE" LINE 1: SAVE
"CIRCLE M/C"CODE 56000,244
```

Listing Two

```
56000 01 78 00 ED 43 AA DB 01 =815
56008 50 00 ED 43 AC DB 01 11 =793
56016 00 F5 C5 D5 E5 11 00 00 =901
56024 21 03 00 A7 ED 42 A7 ED =910
56032 42 E5 62 6B A7 ED 42 E1 =1195
56040 30 22 CD 14 DB D5 CB 7C =1066
56048 20 0C EB A7 ED 42 EB 0B =995
56056 C5 01 0A 00 18 04 C5 01 =434
56064 06 00 09 19 19 19 19 C1 =308
56072 D1 13 18 D5 CC 14 DB E1 =1133
56080 D1 C1 F1 C9 F5 C5 D5 E5 =1728
56088 ED 53 AE DB ED 43 B0 DB =1412
56096 AF 3A AA DB 21 AE DB 86 =1182
56104 32 B2 DB 3A AC DB 21 B0 =1105
56112 DB 86 32 B3 DB CD A2 DB =1387
56120 3A AA DB 21 AE DB 9E 32 =1081
56128 B2 DB CD A2 DB 3A AC DB =1432
56136 21 B0 DB 9E 32 B3 DB CD =1239
56144 A2 DB 3A AA DB 21 AE DB =1254
56152 86 32 B2 DB CD A2 DB 3A =1225
56160 AA DB 21 B0 DB 86 32 B2 =1179
56168 DB 3A AC DB 21 AE DB 86 =1228
56176 32 B3 DB CD A2 DB 3A AA =1262
56184 DB 21 B0 DB 9E 32 B2 DB =1252
56192 CD A2 DB 3A AC DB 21 AE =1242
56200 DB 9E 32 B3 DB CD A2 DB =1411
56208 3A AA DB 21 B0 DB 86 32 =1059
56216 B2 DB CD A2 DB E1 D1 C1 =1610
56224 F1 C9 ED 4B B2 DB CD E5 =1585
56232 22 C9 78 00 50 00 0C 00 =447
56240 0C 00 84 44 00 00 00 00 =212
STOP
```

cont.

LIFE

by JW Joyce

In case you were wondering, this program doesn't actually bring your Spectrum to life as such. What it does do, though, is a very passable impression of the ancient game of *Life* which has been around on computers more or less since they were first invented. In fact, if you bought an original rubber-keyed Spectrum you may well have got a version of this thrown in. But JW's version is miles better than anything you'll have seen before.

So just what is the meaning of *Life*? Well, apart from an excuse for lots of crap 'life' gags, it's a sort of game thing that was invented in 1970 by John Conway of Cambridge University (it says here). The screen is divided up into lots of cells which you have to pretend are alive. Although their initial layout is decided by you, the computer then takes over and makes them grow or die out according to the following rules – every live cell that has either two or three neighbours will survive 'til the next generation, all other cells will die, and a new cell will be born in any space which has precisely three live neighbours. As time passes your 'colony' will develop into lots of spooky patterns, eventually either dying out or becoming stable.

Right, time to type it in. The first thing to do is to type in the Hex using the Hexloader and save it to tape. You'll notice a couple of Basic programs as well, but these are non-essential and can be ignored for now.

This version of the game is different from others because it treats every pixel on the screen as a cell, rather than having huge chunky cells. This means you're able to create much more complicated patterns than usual, and it also opens up a wide range of possibilities regarding the initial layout of the cells. The only thing is, there isn't actually a 'screen designer' routine as such, like you usually get with *Life* games. But you don't actually need one. Because the program uses the hi-res screen to generate its patterns all you've got to do is draw some things on the screen (using the PLOT, DRAW and CIRCLE commands, for example) and run the program on them. You could even bring a screen full of text to life, like a program listing. And that's where the two Basic programs come in. They simply draw patterns on the screen and then animate them using the Life routine.

To get it going then load in the Hex that you saved previously with LOAD "" CODE, draw some things on the screen and then repeatedly RANDOMIZE USR 42249 to update it. The Basic demos should clarify things if you're not too sure.

Hexloader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

The Hex

```
42240 E0 57 00 00 00 A1 00 00 =472
42248 00 DD E5 F3 DD 21 41 A6 =1178
42256 DD 6E 00 DD 66 01 22 00 =689
42264 A5 DD 23 DD 23 DD 6E 00 =1008
42272 DD 66 01 22 02 A5 21 E0 =782
42280 57 11 00 0A CD 90 A5 21 =661
42288 00 40 11 00 A3 CD 90 A5 =758
42296 21 00 40 11 00 A1 CD 90 =624
42304 A5 2A 00 A5 11 E0 57 A7 =867
42312 ED 52 CA 72 A5 2A 02 A5 =1009
42320 CD 8A A5 CD AD A5 CD 28 =1296
42328 A6 CD 35 A6 2A 02 A5 22 =833
42336 00 A5 DD 23 DD 23 DD 6E =1008
42344 00 DD 66 01 22 02 A5 C3 =720
42352 41 A5 CD 35 A6 21 00 A3 =850
42360 11 00 A2 01 00 01 ED B0 =594
42368 CD AD A5 CD 28 A6 DD E1 =1400
42376 FB C9 2A 02 A5 11 00 A2 =840
42384 06 20 0E 08 7E 17 38 07 =272
42392 F5 3E 00 12 F1 18 05 F5 =840
42400 3E 01 12 F1 1C 0D 20 ED =632
42408 2C 05 20 E6 C9 11 00 A4 =693
42416 21 00 A1 22 04 A5 3E 00 =459
42424 32 07 A5 32 06 A5 32 08 =501
42432 A5 06 20 0E 08 2A 04 A5 =436
42440 7E 32 07 A5 3E 00 24 2C =490
42448 86 2D 86 2D 86 25 86 25 =700
42456 86 2C 86 2C 86 24 86 32 =710
42464 06 A5 22 04 A5 CD F9 A5 =993
42472 0D 20 DA 3A 08 A5 12 3E =574
42480 00 32 08 A5 1C 05 20 CB =491
42488 C9 3A 07 A5 FE 01 20 0D =731
42496 3A 06 A5 FE 02 28 17 FE =802
42504 03 28 13 18 09 3A 06 A5 =324
42512 FE 03 20 02 18 08 3A 08 =389
42520 A5 07 32 08 A5 C9 3A 08 =662
42528 A5 07 CB C7 32 08 A5 C9 =998
42536 21 00 A4 ED 5B 00 A5 01 =691
42544 20 00 ED B0 C9 21 00 A1 =840
42552 11 00 A0 01 00 02 ED B0 =593
42560 C9 00 40 00 41 00 42 00 =396
42568 43 00 44 00 45 00 46 00 =274
42576 47 20 40 20 41 20 42 20 =394
42584 43 20 44 20 45 20 46 20 =402
42592 47 40 40 40 41 40 42 40 =522
```

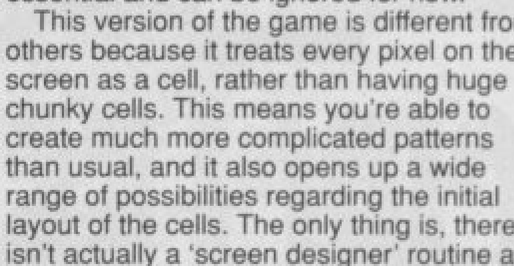
```
42600 43 40 44 40 45 40 46 40 =530
42608 47 60 40 60 41 60 42 60 =650
42616 43 60 44 60 45 60 46 60 =658
42624 47 80 40 80 41 80 42 80 =778
42632 43 80 44 80 45 80 46 80 =786
42640 47 A0 40 A0 41 A0 42 A0 =906
42648 43 A0 44 A0 45 A0 46 A0 =914
42656 47 C0 40 C0 41 C0 42 C0 =1034
42664 43 C0 44 C0 45 C0 46 C0 =1042
42672 47 E0 40 E0 41 E0 42 E0 =1162
42680 43 E0 44 E0 45 E0 46 E0 =1170
42688 47 00 48 00 49 00 4A 00 =290
42696 4B 00 4C 00 4D 00 4E 00 =306
42704 4F 20 48 20 49 20 4A 20 =426
42712 4B 20 4C 20 4D 20 4E 20 =434
42720 4F 40 48 40 49 40 4A 40 =554
42728 4B 40 4C 40 4D 40 4E 40 =562
42736 4F 60 48 60 49 60 4A 60 =682
42744 4B 60 4C 60 4D 60 4E 60 =690
42752 4F 80 48 80 49 80 4A 80 =810
42760 4B 80 4C 80 4D 80 4E 80 =818
42768 4F A0 48 A0 49 A0 4A A0 =938
42776 4B A0 4C A0 4D A0 4E A0 =946
42784 4F C0 48 C0 49 C0 4A C0 =1066
42792 4B C0 4C C0 4D C0 4E C0 =1074
42800 4F E0 48 E0 49 E0 4A E0 =1194
42808 4B E0 4C E0 4D E0 4E E0 =1202
42816 4F 00 50 00 51 00 52 00 =322
42824 53 00 54 00 55 00 56 00 =338
42832 57 20 50 20 51 20 52 20 =458
42840 53 20 54 20 55 20 56 20 =466
42848 57 40 50 40 51 40 52 40 =586
42856 53 40 54 40 55 40 56 40 =594
42864 57 60 50 60 51 60 52 60 =714
42872 53 60 54 60 55 60 56 60 =722
42880 57 80 50 80 51 80 52 80 =842
42888 53 80 54 80 55 80 56 80 =850
42896 57 A0 50 A0 51 A0 52 A0 =970
42904 53 A0 54 A0 55 A0 56 A0 =978
42912 57 C0 50 C0 51 C0 52 C0 =1098
42920 53 C0 54 C0 55 C0 56 C0 =1106
42928 57 E0 50 E0 51 E0 52 E0 =1226
42936 53 E0 54 E0 55 E0 56 E0 =1234
42944 57 00 00 00 00 00 00 00 =87
STOP
```

Demo One

```
 10 REM DEMO1
 15 CLS
 20 FOR N=49 TO 239 STEP 32
 25 PLOT N,0
 30 DRAW 0,160
 35 NEXT N
 40 FOR N=41  TO 160 STEP 40
 45 PLOT 17,N
 50 DRAW 220,0
 60 NEXT N
100 RANDOMIZE USR 42249
200 GO TO 100
```

Demo Two

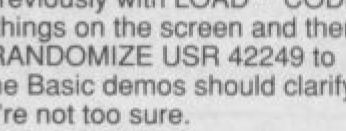
```
 10 REM DEMO2
 20 FOR n=16384 TO 22527
 30 POKE n,RND*255
 40 NEXT n
100 RANDOMIZE USR 42249
200 GO TO 100
```



Win 50 *Grand Prix Circuit* posters from Accolade!

When was the first British Grand Prix?

a) 1926
b) 1936
c) 1946



Burn that rubber to page 99!

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STAR CONTROL

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Screen shots from IBM PC Version.



TEENAGE MUTANT

Image Works/£12.99 cass 16.99 disk



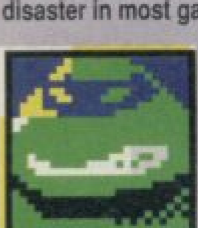
Matt Despite what you may have thought, feared (or even hoped) *Teenage Mutant Hero Turtles* is actually jolly good. There, I've said it. (The rest should be easy.)



Hmm. Not much you can say about this one. It's Shredder. And he's waiting for us. (Eeek!)

It's very, very (very) colourful for a start (but you've no doubt spotted that from the screenshots), very well put together, and if the simple gameplay seems more reminiscent of a console game than a classic Speccy product, well, that's probably ideal for the younger Spec-chum they're aiming at here. Put any prejudices you might have aside – if you ignore the *Turtles*, you're actually ignoring a rather snazzy piece of Speccy programming.

Okay, so you've bought the game and loaded it up. What's the first thing to strike you? Well, it's the graphics, isn't it? They really are very (very) pretty indeed. The turtles themselves are green and yellow and look exactly how you think they should (unlike many licenced characters depicted on the Speccy who end up looking like, well, anyone). They can't do that many fighting moves, it has to be said – there's no crouch or duck for instance – but what they can do (attack with whatever that turtle's particular weapon is, jump by curling up into a spinning shell) works very well indeed. Even when they're climbing up ladders – normally a graphical disaster in most games – it all looks okay, possibly because they're such cartoony characters and so easy to animate.



In fact the whole thing looks very much like a cartoon – the baddies aren't the ninja assassins of the upcoming film or original comics, but big, bright and colourful monsters like in the TV show. The first level features giant jumping eyeballs, mutant flies, some sort of fiery yellow characters who look like they're made out of lava and a purple Tasmanian



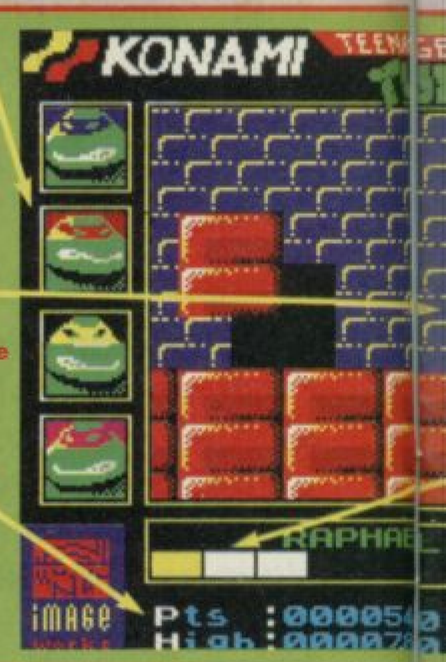
Devil-shaped end-of-level chappie who's an absolute bast to kill.

In fact, they're all very reminiscent of the colourful mutants from *Dan Dare III* – no surprise when you realise the Speccy *Turtles* has actually been done by the same programmers. These are the guys (Dave 'Code' Perry and Nick 'Graphics' Bruty, both of whom freelance for Probe) who've been responsible for a goodly number of the really bright and colour-packed Speccy games of recent years, including *Savage*, *Tintin On The Moon* and their more personal project, *Extreme* (which is reviewed this ish). From these results I'd say they were an ideal choice for the *Turtles* – you can't imagine the 'heroes in a half shell' (whatever that's meant to mean) looking any better on the Speccy.

As is perhaps fitting with such cartoony characters, gameplay is on the same simple (but very well thought-out) sort of level as cutsie arcade games like *Super Mario Brothers*. This really does come across as the sort of thing you might play on a Nintendo or Sega console – lots of platforms, lots of baddies, lots of collectable extra energy doobries (in this case bits of pizza) and even backgrounds built up largely of massive bricks. Perhaps it's got a bit more of a beat-'em-up emphasis than many similar games, but then that's only fitting considering the fact that the turtles are meant to be (whisper it) ninjas and everything.

So what do you have to do? Well, our heroes must take part in a series of missions, most of which consist of some



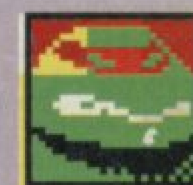


Our four chums looking rather mean at the side here – we're controlling Raphael at the moment.

And here's the chap himself, just about to gobble up a slice of pizza. (Yum yum.)

Points and (not particularly high) high score, would you believe?

running around on a big overhead-view street map (on which each Turtle is the tiniest green speck) before popping down one of many available sewer entrances. Suddenly you find yourself in a split-level platform-and-ladders environment (the cleanest, driest and – it must be said – reddest sewer I've ever seen in my life).

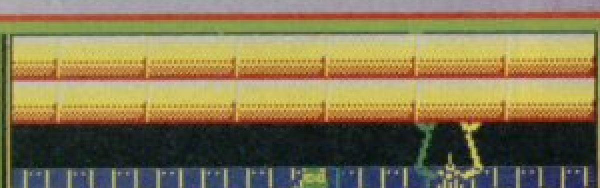


As you were no doubt hoping, this is packed with baddies to duff up, and isn't likely to be particularly long – reach the end and one of two things happens. Either a) you reach a ladder to the outside world (indicating that you've been down the wrong entrance and should search around for the right one) or b) you come across your objective.

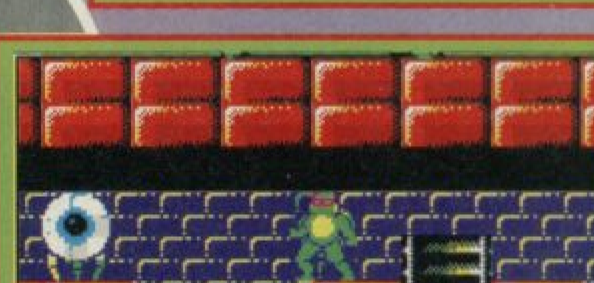
In the first mission, for instance, your job is to try and rescue your girlie reporter friend April O'Neil from the minions of the evil Shredder. It won't take that long to come across her (she's down the sewer entrance nearest the end of the dock) but oh no! Just as you find her this purple devil



One of the above ground maps – note the squidgy little turtle at the bottom.



Here's Mike in a sort of warehouse, complete with conveyor belt and icky big spider. Shoo!



The eyes have it! Donatello (neat, isn't it, how you can tell each turtle by the colour of his head band) makes a new friend.

T HERO TURTLES



Hot dog, jumping frog - one of Shredder's bizarre mutant henchmen appears to be an oversized toad.

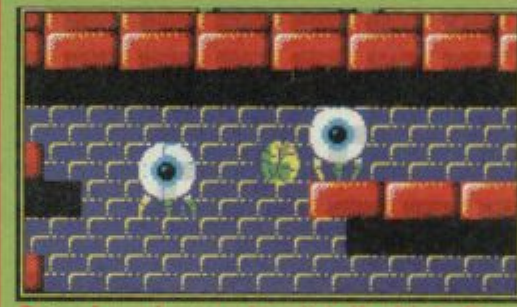
Energy level is low, which doesn't bode well – we're going to have to fight one of the rather tough purple beasties in a moment.

thing attacks (and he's much harder to beat than most of Shredder's, erm, 'men'). Beat him (if you can) and by the time you get back to where April was it's too late – the rest of Shredder's hench-things have come along and whisked her away! (Time to move onto the second mission, methinks.)

And so it goes on. Later levels not only see you having to do a lot more searching around on the surface (where you've got to avoid tiny hazards like men and tiddly trucks) before you can find the right platform-and-ladders bit to enter, they also feature longer and more complicated platform bits. One mission (set in a warehouse) sees you running around on a series of conveyor belts, while another has you actually swimming through a network of underwater tunnels, trying to defuse bombs which are set to blow up the Hudson River (or something)! This is slightly less successful than the platform levels (mainly because the turtle sprite looks rather ridiculous in swimming mode) but it's quite well done nonetheless.

What else is there to be said? Well – though it's not really got all that much to do with the game – it's rather strange that considering how cuddly and friendly they've made all the turtles, they've left them with all their various bits of martial arts weaponry. The Image Works packaging cleverly 'forgets' to show Raphael's Sai (a sort of big knife with hand guards) or Michaelangelo's Nunchukus (those things with two bits of wood joined with a chain) – the two most obviously ninja-like weapons – though it's perfectly happy to depict the more normal sword and stick. (Presumably these are less likely to put mums off buying the game.) All four oriental weapons still appear quite distinctly in the gameplay however – and worse too. Take the shurikens (those throwing star thingies) which you can collect – they're rather brutal for a cartoon game, aren't they?

Anyway, enough of that. What else is there to say? Well, I've not yet pointed out (or not properly anyway) that extra energy can of course be got from pieces of pizza left lying around the sewers (yuck!) while ropes (for climbing from building to building), missiles, temporary invulnerability and other collectables are to be found dotted around the place. Each time a turtle dies he actually 'gets captured' and you get to pick another one to continue the mission – it's not impossible that you may come across the captured one and rescue him a bit later however.



One of our heroes (can't tell which, I'm afraid) curls up into a ball to jump over the eyeballs.

YOUR SINCLAIR MEGAGAME

You want more? Well, how about the bit where you're invited to 'party down in the party wagon', which apparently involves firing missiles from a modified VW Microbus at the Foot Clan (Shredder's lot)? Sounds good, though unfortunately I haven't got to that bit yet.

So what's the verdict? Well, for me *Turtles* has been a very pleasant surprise. Rumours had been circulating around the industry for ages that the game was really bad – apparently the American Nintendo and Amiga versions are absolutely terrible or something, and this game is based on them – but no, Probe have modified it rather a lot, and the finished Speccy thing only bears them a slight resemblance. In fact, it's really rather nifty. Don't expect the most in-depth game of all time – but for what it is, it's more or less perfect. I think it's excellent fun.

Hurrah! (There you go – an entire Turtles review, and not one mention of the dreaded word "Cowabunga!") Oops!





An underwater bit from Level Three – avoid the electric thingies and turn off the computers (or something).



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win ten copies of *X-Out* from Rainbow Arts.

"Up above the streets and houses rainbow ..." What's the next bit?

a) "...in the sky"
b) "...coloured pie"
c) "...climbing high"



The pot of gold awaits at the end of the rainbow on page



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	93°	86°

DIAGNOSIS

A jolly colourful platform-and-ladders romp – simple but fast and very professionally put together.

INSTANT APPEAL

90°


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Atari ST
Stage 2
Magic 2
Commodore 64
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YS SPECCY GALLUP CHARTS

FULL PRICE TOP 20

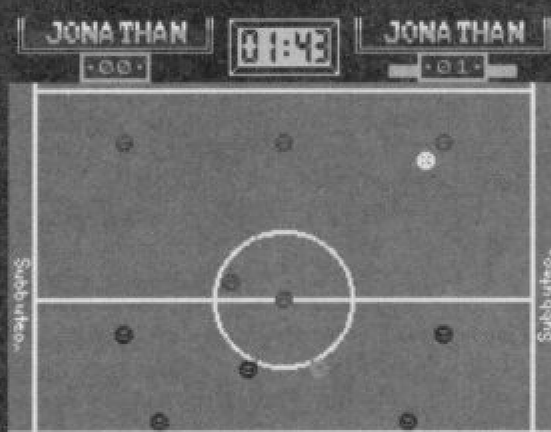
(Last month's positions in brackets)

1 (1) *Shadow Warriors* Ocean
2 (2) *Back To The Future Part II* Image Works
3 (3) *Midnight Resistance* Ocean
4 (13) *Gazza's Super Soccer* Empire
5 (NE) *Subbuteo* Electronic Zoo
6 (6) *Chase HQ* Ocean
7 (NE) *Kick Off II* Anco
8 (19) *Rainbow Islands* Ocean
9 (8) *Robocop* Ocean
10 (4) *Turrican* Rainbow Arts
11 (7) *Lords Of Chaos* Blade
12 (NE) *TNT Compilation* Domark
13 (16) *World Cup Soccer '90* Virgin
14 (9) *Manchester United* Krisalis
15 (NE) *Cricket Captain* D&H Games
16 (11) *Batman The Movie* Ocean
17 (NE) *Emlyn Hughes International Soccer* Audiogenic
18 (12) *Oriental Games* MicroStyle
19 (14) *The Battle Of The Bulge* CCS
20 (18) *Cricket Master* Challenge Software

BUBBLING UNDER

The Spy Who Loved Me (Domark), *Heroes Of The Lance* (US Gold), *Fighter Bomber* (Activision), *Sim City* (Infogrames).

Just to recap on just how these charts work, every month the Gallup organisation (you know, the folk who do the BBC music charts amongst other things) prepares for us two Speccy games charts (one full price and one budget), based on a continuous survey of sales in shops up and down the country. These include big chain stores like WH Smith, Virgin and Menzies, as well as at least 50 independent retailers, meaning we can bring you the most accurate guide possible to what's selling and what's not. What more could you possibly ask for, eh?



The players look even more like blobs than they do in ordinary footie games, but that hasn't put you off Subbuteo one bit!

YS TIPS FOR THE TOP

FULL PRICE

Well, for one thing you might want a bit more movement in the full price chart - the top three are exactly the same as last month! Despite the imminent release of Empire's new *Gazza* game (see the cover this issue), the earlier *Gazza's Super Soccer* is leapfrogging back up the charts, closely followed by two new entry football games, *Subbuteo* and *Kick Off II* (see review this ish) - obviously the summer's overkill hasn't put you lot off the idea of pixelised soccer one bit!
Ocean oldies prop up the rest of the first ten, while three (three!) more soccer games feature in the lower regions of the Top 20, along with a couple of cricket games (for some bizarre reason).
As for what we'd like to see do well, things remain pretty much the same as last month - look for *The Time Machine*, *Rick the Dick II*, *Sly Spy*, *Nightbreed*, *Iron Man*, *Monty Python* et al. And (of course), there are always the *Turtles* and *Robo II*...

BUDGIES

Oh dear, this is almost getting as bad as the Full Price chart - between them the Codies new releases and Hit Squad oldies account for eight of the top ten and almost half the full thirty! E&J's *Soccer Double* is doing well too though (reflecting the continuing success of footie games in the full price chart) and keep an eye out for newies like *Star Wars* (Hit Squad), *Superkid In Space* (Atlantis) and *Skatin' USA* (also Atlantis), all three of which are actually rather good.

BUDGIES TOP 30

(Last month's positions in brackets)

1 (1) *Rastan* Hit Squad
2 (4) *Quattro Adventure* CodeMasters
3 (5) *Quattro Combat* CodeMasters
4 (5) *Run The Gauntlet* Hit Squad
5 (6) *Guardian Angel* CodeMasters
6 (NE) *Soccer Double* E&J Software
7 (19) *Fantasy World Dizzy* CodeMasters
8 (3) *Matchday II* Hit Squad
9 (9) *Pro Golf* Atlantis
10 (NE) *Quattro Super Hits* CodeMasters
11 (13) *Treasure Island Dizzy* CodeMasters
12 (12) *Paperboy* Encore
13 (16) *Ace/ Ace II* Encore
14 (22) *Pro Boxing* CodeMasters
15 (8) *Hong Kong Phooey* Hi-Tec Software
16 (27) *Indiana Jones And The Temple Of Doom* Kixx
17 (20) *Outlaw* Players
18 (10) *Daley Thompson's Olympic Challenge* Hit Squad
19 (18) *Wonderboy* Hit Squad
20 (NE) *OutRun* Kixx
21 (14) *Road Blasters* Kixx
22 (15) *A Question Of Sport* Encore
23 (NE) *Jaws* Alternative
24 (24) *Football Champions* Cult
25 (30) *Motorcycle 500* Cult
26 (NE) *Jack The Nipper II* Kixx
27 (NE) *World Cup Challenge* Players
28 (11) *The Manager* GTI
29 (17) *Yogi's Great Escape* Hi-Tec Software
30 (25) *Atom Ant* Hi-Tec Software

BUBBLING UNDER

The Wombles (Alternative), *Salamander* (Hit Squad), *4X4 Off Road Racing* (Kixx), *Rock Star Ate My Hamster* (CodeMasters).

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Guess what I've discovered? I'll tell you. I am in fact God. I started off as Gadgy The Mutant Ninja Duck from the planet Winny-winnoo. Then I was Matt, Earl of Bath and Lord of all I survey. Well, now I'm Matt Almighty, as you'll discover when you read the Star Letter. Hmm, I quite like this God lark actually. What can I do, what can I do? Hey, I know, I'll throw a firebolt at Andy. (Clap of thunder followed by the sound of Andy falling off his chair.) Ha ha ha ha ha! Now for a natural disaster. (Sound of Rich's flares billowing in a hurricane.) Right, onto you lot...

SIMPLY NOT CRICKET

My son is an enthusiastic owner of a Spectrum +3 computer and is always on the lookout for combat, martial arts and boxing games. Recently he spotted a new release in WH Smiths from CodeMasters, called *Pro Boxing Simulator*. The screenshots on the back of the box looked impressive and my son eagerly spent £2.99 of his hard-earned pocket money and excitedly took the game home. Imagine his disappointment, on loading, to find that it was only *By Fair Means Or Foul*, which he already has – and which was originally released by Superior Software almost two years ago. The screenshots on the box bear no relation to the game and are totally unrepresentative. I also feel that describing the game as a 'new release' as boldly stated on the front of the box is very misleading. I wrote to CodeMasters who have chosen to ignore my letter, so I'm writing to you instead.

Roy Acland
Maidstone, Kent

And I phoned Esther Rantzen...
Matt: *So, Esther, what do you make of that?*
Esther: *Those CodeMasters boys are scamps, aren't they?*
Matt: *They sure are! What are you going to do about them?*
Esther: *I'm going to phone round investigative reporter Roger Cook.*
Roger: *Hello?*
Esther: *Hello, Roger, it's Esther here. Those CodeMaster lads are playing their old tricks again.*
Roger: *I'll put a stop to that straight away!*
Esther: *I'll come with you!*
Matt: *Well done, both of you!*

I SHOULD BE SO LUCKY

It seems that to win a Star Letter you have to write about a) underpants, b) your trip to Australia (although you never actually went there in your life), or c) haddock in a wooly 'cardi'. Being a bit bored I decided to have a try. Here goes...

On my recent trip to Australia, I met a kangaroo (called Roger) with a haddock stuffed into his Dutch underpants.

Crikey! That wasn't very good, was it? *(No. Ed)* (Mind you, none of the Star Letters you print ever are.) *(That's true. Ed)* Here's to the Dutch, the French and Clogs!

J McConnell
Belfast, N Ireland

PS Neighbours is rubbish. Just thought I'd let you know.

As if I needed telling. But, and as I've said a million times before, Neighbours *is SO rubbish that it's actually brilliant, especially when you're party to certain 'true facts' about the cast members.*
1) Annie Jones is continuously having plastic surgery to get rid of the bags under her eyes, but Aussie plastic surgeons are obviously crap.
2) The prat who plays Todd is unable to cash in on the 'coming to Britain' bandwagon because he's scared of flying (and the boat trip takes about nine years).
3) The dog who plays Bouncer earns 35 quid a week.
4) When Craig McLachlan joins the cast of Home And Away (on the sixth of this month) he's going to have a different 'laugh' (but it's not really very different at all). **Ed.**

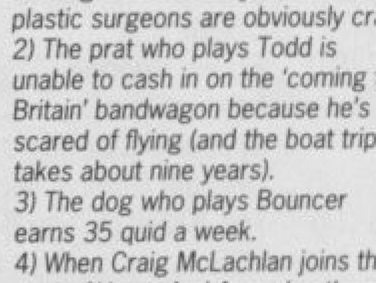
DOODLEBUGS





We had quite a good batch this month actually, but pushing and shoving their way to the top of the roost are Michael 'Peli' Jevons of Mold in Clwyd and David 'Fishnight' Addey from Hornsea in Humberside. What a pair of rib-ticklers they are, eh, Spec-chums? Well done, lads!

Right, we may just be onto a runner here. Keep those entries flooding in to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2BW. (You may even be the lucky recipient of three completely free games!)



Win 10 copies of *Miami Cobra GT* from Interceptor!

Is Miami in
a) The sunshine state
b) The raisin state
c) The oil state?



Go to page 99 and state the facts.

AAAAAAHHHH

I'm a granny of 54, semi-retired, and don't want to spend the rest of my life watching TV soaps. But I do need help! I have a Speccy ZX+ and a few games, one being *The Hobbit*. But I find I'm going round in circles (I've been told you have to know computer language). It's no good my reading manuals as, at my age, plain words are best. So, if you could tell me of any tapes that explain these words and how I go about solving these games, I would be very grateful. I have your Tipshop Tiptionary, not that I understand it – I thought it would have *The Hobbit* in it. But from your magazine, you seem a happy and cheerful bunch, so I know you will try to help me out.

Mrs Mauren Gardner
Northfleet, Kent

Yo ho ho – the cheery God of Bath comes to the rescue. You're a bit of a clot actually, as the language you need to get anywhere in The Hobbit *is in fact English (whoever told you you have to understand 'computer language' was telling pork-pies). Type 'north' and your characters will move north. Type 'south' and they'll move south. If they see a stick lying on a path, type 'get stick' and they'll pick it up. The only problem is that you have to keep your instructions simple, as the computer won't understand things like 'Give Gandalf a good kicking and then go down the pub'.* **Ed.**

STAR LETTER

PLEASE, PLEASE, PLEASE. AMEN

I am one of the very few Romanian students who are lucky enough to own a Spectrum + computer. However, the software I own is all Romanian too (so far), thus very 'simple' and dull. Everything was going well between me and my computer until I happened to see an issue of your mag (May 1988 – you review *Vixen*) in the hands of a Yugoslavian tourist at one of our Black Sea resorts. I asked him to let me browse about in your mag, and that did it! Let me tell you, the shock of having a bullet pass a few inches from your head and hitting a close friend in the left eye is nothing compared to what I got when I started turning the pages – and I can compare those two feelings as I suffered in the firing during the revolution!

After recovering from the first (and second) shock, I copied down your address so I could write to you. My writing can mean only one of two things – to offer or to ask. What can I possibly offer you? In fact there is one thing, even though it's just a poem – "In my house/All that I can offer you/Is that the mosquitoes/Are small." *(Mutsue Bashô)*

So there remains only the problem of asking could you possibly do me a fantastic favour by sending me some back issues which you happen to have lying about in one of your dark unused corners? I'm not asking this in the name of humanity or anything like that; just think of me as a simple peasant going into a church for the very rich, and praying to another God than his usual one. Of course, God, one or two games would help me to start off, but that's asking too much. Still, who knows....

Bogdan Horotan
Bucuresti, Romania

Ah yes, a simple peasant. I'm imagining you wandering across a bleak hillside, clutching your Speccy and being followed by a few scabby goats with those jingly bell things strung around their necks. Now, I can do one of two things to help you in your plight – I can give you the Star Letter so you get three free games, or I can print your full address and leave it to the readers to take pity on you. I'll just roll my heavenly dice... A-ha! Bodgan Horotan (of Strada N Constantinescu Nr.13, Bloc 13, Scara B, Apt 25, Sector 1, Bucuresti, ROMANIA) you've just won three free games! **Ed.**

R.I.P.

Picture the scene. I receive the October 1990 issue by subscription, eagerly flick the pages, and what do I see? There, in the Peculiar Pets Corner, is your answer to my letter containing Kevin The Fruit Gum. Aaaah, I thought, Kevin will be chuffed – getting his name printed. But the picture – wait a minute – Kevin was blackcurrent. The fruit gum pictured is most definitely orange. Where's Kevin? What have you done to him?

David Addey
Hornsea, North Humberside

Ahem. (Cough, cough, cough.) Um, er... well, it was all Kevin's fault for being born my favourite flavour. It's okay though, it was all done in a humane manner – I said "Hey, Kevin, look over there!", and as he glanced over his shoulder I knocked him senseless with a swing of my pencil. Quick and painless, I assure you. **Ed.**

WONDERFUL WORLD OF SPECCY

In which, this month, someone's written from Belgium – someone who claims to be Elia (a Hebrew prophet of the ninth century BC). The trouble is that he appears to be, er, quite serious about it. (Spook.)

From: Van Doorslaer Patrick – Elia
Ref: Maleachi, last verses (bible), "in the end of times, I'll send you ELIA..."
Desire: Please keep this message for plus/minus two weeks. No reaction before forfilling of the prediction.
I, Elia, have send messages all over the world in order to predict an immense sign coming to the world. My English is poor, but I'll try to manage. I even send a message to Tibet; Lasha Potala "the Holy Temple" etc. *(I'll bet they were grateful. Ed)*
Elia = humanity. Proof = the sign.
Sign = now very soon.
"Immense turbulance, storm, not natural phenomena – a possible removing of the planet – the sign of Christ (the cross) in the sky. All over the world. Incredibly powerful and frightening." I sign with blood. *(He really did sign with blood. Ed).* A drink adapted well in Europe, France. Cows don't notice anything in their food if man added medicine. They are too stupid. We are too stupid to understand what God changed, added (permanent) to that water. He wants us to FIGHT for that water. Can you take the risk? An eskimo, an Inca.... no rights? I don't want attention before the forfilling, just keep this message for a while – organise a war for that water. I want this message to be read on the NEWS, to get in the papers after the shocking sign. God wants us to show sex and beautiful porno on television in order to calm Satan. My next prediction is the total destruction of New York. *(Corks! Ed)* It's the greatest prediction ever, just wait for the sign. Mrs Thatcher received a letter in August. Did she keep it? (I cannot be sure.) I was raised in Germany – I don't like Belgium.

Patrick Van Doorslaer (Elia)
Gent, Belgium

I don't expect Belgium's exactly crazy about you either. **God.** (*Er, I mean* **Ed.**)

KINDLY LEAVE THE STAGE

A Portugese Special

Some 'gems' courtesy of Jorge Correia Longo of Gaia in Portugal...

'JOKE' ONE A man, needing to take some urine out of him, stopped his car and left his keys in the car. Remembering this after locking his door, he decided to check the door on the other side... locked! Then he thought "And now? What am I gonna do?" Time passed and finally he had an idea. He went to a car garage near him to ask advice of the man responsible for those cases. The man gave him a wire to unlock the door. The man thanked him and, seeing his car again, he tried the wire in the lock. Then there was the family inside the car screaming to him: "A little bit more to the left, now to the right!"

'JOKE' TWO Do you know the funny story about the scientist Isaac Newton?... When Sir Isaac Newton discovered the law of gravity, he asked himself why does the moon not fall on our heads. Because she has apples to do the business!!!

'JOKE' THREE Two boys talking to each other...
Cleverguy: "So what if we squash up this letter with great black ink?"
Come Pete: "Do you mean writing also in black?"
Cleverguy: "Yes, that too."
Come Pete: "But that's blackmail."

'JOKE' FOUR One man, passing by a farm, saw a farmer on foot under a tree carrying a pig on his back and trying to make him reach the tree's leaves so he could eat some glands. Then, the man, thinking that this was the most nutty idea he has ever seen, moved closer to the farmer and told him it wasn't necessary proceeding like he was. Cos if he just shakes the tree, the glands would fall on the floor allowing the pig to eat them without doing all that hard work. Then the farmer replied



Win 10 copies of *Hawk Storm* from Interceptor!

What's the guy in MASH called?
a) Hawknose
b) Hawkeye
c) Hawkear



Nose over to that funny little coupon thing on page 99 and let's ear your answer.

Trainspotter Award



PHEW!

I'm writing to claim a Trainspotter Award for three reasons, so there must be at least one which you can't think up an excuse for.

Firstly, *Fruit Machine Simulator II* by CodeMasters. Are you aware that you have now reviewed it twice – originally in April, when you gave it 85%, put the *Super Tank* screenshot in its place, and the *FMSII* screenshot upside-down where the *Super Tank* screenshot should have gone? By the time you reviewed it in the October edition, you managed to get the screenshot in the right place, but its mark had dropped to 71%. Is Marcus insane, so you decided to get someone to invalidate his review?

Secondly, way back in March 1988 you told me I'd won the *Illusion Is The Ultimate Weapon... Unless Of Course You've Got A 20 Megaton Nuclear Warhead* Compo. Now, I'm not complaining, since I won a Swatch in another of your competitions a few years back – and I had to wait a long time for that, but... isn't two and a half years a bit on the slow side? Anyway, since I haven't got anything yet you must have made a mistake, so there's another Trainspotter Award.

I did have a third reason when I started this letter (honest), but I can't remember what it was. Never mind.

Nick Clark
Wisbech, Cambs

Aha! You've blown your chances there. You so nearly found yourself cradling a Trainspotter – with such a cast-iron prosecution there was no way I could have got out of giving you one. And then you made your mistake. You know the rules about Trainspotter claims being Trainspotter-free themselves? Well, claiming to have three points and then only delivering two seems a bit iffy to me. Okay, so maybe I'm being a tad pedantic, but there you go. It's a tough old life. **Ed.**

EAGLE-EYE

Yes! I too hereby claim a Trainspotter Award. Your mistake was in the Back Issues section of ish 58. You said that if you send off for issues 32, 33, 34, 35 and 36 you will give us a free Smash Tips binder. But there's a snag – ish 32 has SOLD OUT!

Matthew Nile
Kimberworth, Rotheram

So? It doesn't stop you sending off for it, does it? Clot. **Ed.**

PAGE FROM HELL

I claim a Trainspotter for noticing a mistake in the October ish. On page 56 it had a *Satan* puzzle. Underneath the puzzle it said "Answer on page 136". This issue didn't have a page 136. Therefore, according to Einstein's theory of relativity, I should be in possession of a Trainspotter within the next few weeks.

Maureen 'Mo' Dominey
Welling, Kent

What you're obviously unaware of is that the October issue was a special 'multi-dimensional' one. Pages 1 to 92 were printed in the normal dimension, while pages 93 to 144 were only available to readers able to access the fourth dimension and beyond. It was a publishing first, and we received quite a few industry awards for pulling the whole thing off. Er, you don't believe me, do you? Okay, you can have a Trainspotter. (But only just.) **Ed.**

THE MAP'S CRAP

Gimme, gimme, gimme a Trainspotter 'cos you missed out the Isle of Man on your *YS* Map Of The World. We do exist, you know. Oh aye, and you keep missing the hypheny thing off Coupé, so bring it back.

John Teare
Romsey, Isle of Man

The Isle of where??? Isle of Man, you say. Hmm, never heard of it, as it happens. Hang on a minute – I'll just quickly have a gander in the index of the YS Atlas. Mamudju, Indonesia; Man, Ivory Coast; Man, R, India; Man Na, Burma; Mana, French Guiana. Nope, it's not there – which means I have to conclude that you're telling lies and that the Isle of Man doesn't (as I suspected) exist at all. No Trainspotter. **Ed.**

KNAPP IS CRAPP

Mary Knapp is nothing more than a mis-educated know-all. She states that objects cannot attain or pass the speed of light. This is pure rubbish. Light behaves as both a particle and a wave. A particle is an object, and as light travels at the speed of light I conclude that it is entirely possible. In fact it only takes about one and a half volts to accomplish this as all it takes to make light is to increase the energy on an electron to such a point that it breaks free of its atomic nucleus – which can be done with a battery connected to a light bulb. Furthermore, what about tachyons and other particles which actually exceed the speed of light? By the way, I conducted a similar experiment to yours. The bar of soap struck my Physics teacher and bounced away. Therefore you are right. Einstein was a prat! Trainspotter please.

Wolfgang Amadeus Mozart III
Alex Park, Harare, Zimbabwe

So what are you writing to Trainspotters for, you dunderhead? You don't get awards for agreeing that I was right, you know. **Ed.**

"Oooh, thank you very much, Mr Engineer!!" *(Do whaaat? Ed)*

So there you have it. And for giving us such a mega selection, Jorge wins two badges. While we don't expect your jokes to make quite as much sense, you may as well send them in anyway – surely a spanky *YS* badge is temptation enough.

SMALL PRINT

I am writing this letter in defence of the Dutch and the French.

Philip Urwin
Nether Poppleton, York

How can you possibly defend the French? **Ed.**

You might receive a great salad from the audience, and if you are lucky you might also receive those yummy ground-to-face tomatoes.

Jorge Manuel 'etc, etc' Longo
Gaia, Portugal

Better than a Surface-to-Air Missile anyday. **Ed.**

BUD PICO'S



HOW TO DO IT!

In an unexpectedly early recovery from last month's DIY shelving accident, Bud Pico's back (with a heavily bandaged cranium) to dip into this month's DIY mail bag...

Hello readers, or may I call you Jack? Well, you can't keep a good dog down, as they say, so I've just discharged myself from hospital and rushed back to YS to bring you my regular weekly column 'How To Chew It.'
Anyway, I really enjoy writing my 'How To Sew It' column for my favourite magazine, Carp Monthly...er, although I don't know the first thing about mowing. Still, there is one thing I do enjoy, and that's, erm...nope. It's gone clear out of my brain. I had it right on the tip of my thumb, as they say... or do they? (Heh, heh, heh. I'm starting to sound like my favourite radio presenter, Dennis Jameson, aren't I? 'Or do they?' - that's Darren's catchphrase, isn't it?).
Anyway, what was I saying? Where am I? What's this large sack of letters doing in front of me? Oh. I've just been handed a telephone. I'll read it, shall I? Ahem.

To whom it may concern,
Bud Pico has discharged himself from hospital without my consent or knowledge. He's still very disorientated after the severe blow he received to his head. He also seems to be suffering from temporary memory loss. If he returns home, please bring him back at once.
Yours sincerely,
Dr Nesbitt

Strewth! This Bud character seems to be having a bit of a rough time of it, doesn't he? Funny. Sounds a bit like my name, doesn't it? Bud Pico - Brad Pilko. Maybe that's why they handed it to me - a case of mishappen indemnity. Still, stranger things have happened in the park, as they say. Still, I haven't got time to sit here talking to you, Dr Norbert. I've got to go and write my 'Who To Show It' column for Golf Monthly.
Hello readers, or may I, um...
Oh. Er, um, it seems that's all we've got time for this fortnight. Send your letters to the usual address: Your Isla St Clair, 30 er...thing Street, erm, you know, wossname, Avon um, calling.

(Sorry for the temporary loss of Bud's faculties. Normal service will be resumed next month, I hope! **Ed**)



SUPER SKI
FIGHTER BOMBER
PLAYER1 2 2
PLAYER2 6 4
PRO TENNIS TOUR
GREAT COURTS
CHALLENGERS
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STUNT CAR RACER
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Note 1 ! KICK OFF is not available in the PC version.
Note 2 ! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P47 and RICK DANGEROUS.
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US Gold/£10.99 cass £14.99 disk



Andy US Gold are having a bit of a noisy run-up to Christmas, aren't they, Spec-chums? What with *UN Squadron*, *Line Of Fire*, *Strider II* and *E-SWAT* storming into the shops you'd have thought Guy Fawkes Night was still in full swing (there are that many bangs and pops and explosions about)! That's not quite the full story though – you may not have realised it yet, but they've also thought of what to give us when we've had enough of the blasting and want a cure for our New Year hangovers. (I dunno – these software companies, eh? They're just so jolly thoughtful!)

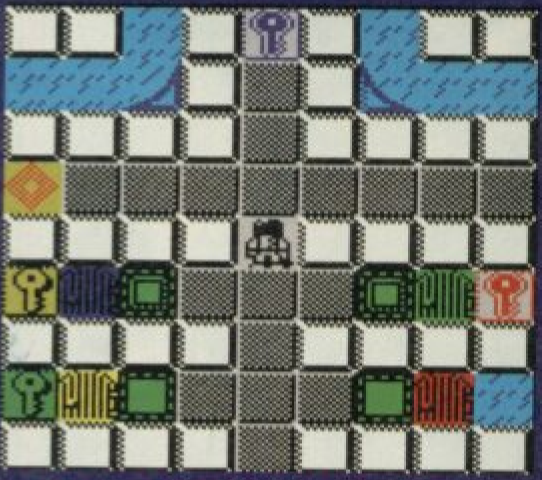
(Told you it was big.) You play Chip and you've got a bit of a soft spot for Melinda the Mental Marvel who's the boss of a computer club called the Bit Busters (or something). We don't actually get to see a piccie of her but she must be some kind of tasty crumpet because you actually agree to take on all these puzzles just to get yourself a Bit Busters T-shirt and into her gang (not to mention her...) *(Oh, do stop it. Ed)* Ahem.

The setting for the puzzles is a sort of maze area, built up from loads of blocks, in which you usually have to locate a number of electronic chips. The most common obstacles



Mmm. This big black border is even bigger on the telly (but then without it we probably wouldn't have as many puzzles).

CHIP'S CHALLENGE



Pick up the blue key and you can go through the blue 'door'. Then get the yellow key then get the green key then... (But I'm sure you can guess the rest.)

It's called *Chip's Challenge* and it's a conversion. Nothing too spooky about that, no, until you realise what it's been converted *from*. That's right, Spec-chums, for once we've actually been given a game that began life on something even 'smaller' than the Speccy. You don't believe me? Then how big do you think an Atari Lynx hand-held console is? *(Spook!! Reader's voice)* I know, pretty tiny. And it's all made even more surprising when you realise what a humongous game this actually is.

It's a puzzler. The plot's a bit threadbare but then it only serves to bind all 150-ish levels together.

in your way are doors, and the only way to open them is to use the right keys, which are often all too easy to see but pretty darned hard to get to (well, thick-git over here thought so anyway). Blocking your way to them are bombs, water traps, walls of fire, invisible partitions, bouncing balls, you name it. (In fact these screens are so tricky it's looking as though Mel would probably prefer a dead trout laying claim to her lips than a poncy little git like you.)

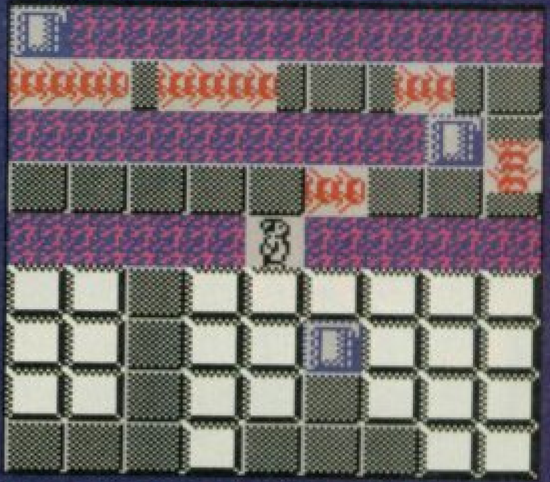
At the beginning you're presented with eight 'apprentice' levels – together these puzzles give you a good(ish) grounding in the sorts of trickiness lying in wait for you ahead. Take water for instance. It invariably crops up stopping you from getting to something, so you need to know how to cross it. Once you've learnt how to cope with that (and fire, and so on) it's time for the real McCoy – and it's a bad, bad world out there.

Some of the puzzles are of the pretty methodical type where it's a case of, say, moving a set of blocks around to see if you can find a chip underneath (the only trouble being that there's bound to be a bomb or something lurking around as well so you're sure to get chucked back to the beginning a couple of times). Other times it's the detective work of sussing out a maze or perhaps putting out some fire – and if you need to use blocks to do it then it's a case of finding out which order to move them in so you can use them all. (It's no use ending up with one you can't budge because it's backed into a corner or something.)

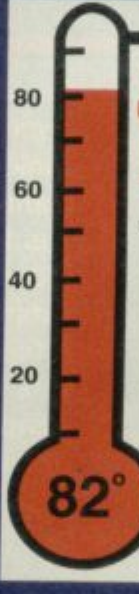
The main selling point of hand-held consoles is their portability, and *Chip's Challenge* smacks of the sort game you'd want to play in free seconds on the bus (or wherever) – lots (and lots) of self-contained little puzzles, each of which you can put down one minute and pick up the next. So how well does it go down on our beloved Spec (where you're more likely to be playing it for half an hour or more at a time)? Well, not too badly, I have to admit.

Of course, don't expect too much from the graphics – they're very simple (you might even say crap). The graphics window is pretty titchy as well – probably because the Speccy's memory is so preoccupied with the puzzles themselves. Still, presentation is generally quite good and anyway, we musn't grumble 'cos it's the gameplay that we're really after here.

And it's darned good gameplay. Each level has that kind of 'kick' quality that boots you into the next one once you've finished it, and stacked together they're bound to have you going for hours on end. In fact, it's just the sort of game you don't really need to play on an Amiga or anything posh because it's the puzzles that you're really buying, not the graphics. On a general level, it probably has more lasting appeal as a 'hand-held' simply because it's so 'bitty', but it'll certainly grab you for quite a while whatever machine you've got, that's for sure. Nothing amazingly new or anything, just really juicy and addictive.



Yikes! Don't fancy my chances getting those two blue 'chips'. If I grab them at the wrong time those ants'll gobble me up!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
84°	68°	85°	79°

DIAGNOSIS

Hand-held console puzzler that translates well to the Spec. Crap(ish) to look at, great fun to play.

HINTS'N'TIPS

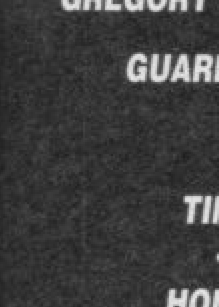
YS TIPSHOP



Hands up anyone who's ever been to Herne Bay. Er, no, what I mean is if you've ever been there, raise your hand. Nobody? Can't say I blame you. It's rubbish. They wouldn't have me in Canterbury (where I go to Uni) you see, so I've had to move out to what's meant to be one of Kent's most popular coastal resorts. It's hard to see why anyone would actually want to come here, even in the summer, but right now it's late autumn and there isn't a soul in sight. Unless you include the indigenous population of several thousand pensioners, that is, but they're hardly the most riveting company. No, it's a lonely existence out here, so I've elected to spend most of it under my freshly laundered duvet, with the alarm clock set to next July.

Before I draw the curtains for good, however, here's this month's helping of tips. And, though I say so myself, they're rather good. And not only that but there are plenty of them. It's been a job to fit them into the space available, generous though it is, but I've managed it. And here they are.

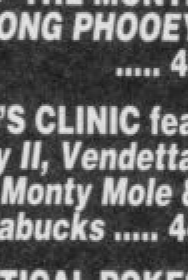
Featuring your host with the post, JONATHAN DAVIES!



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 30 assorted games from Alternative!

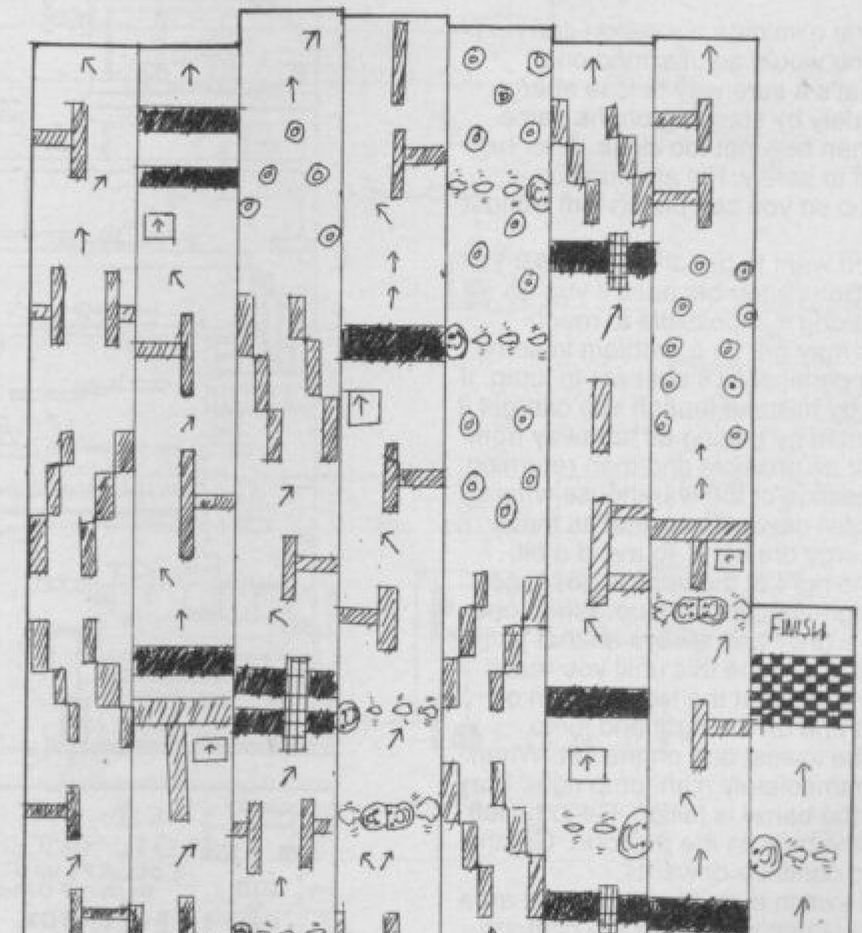
What's the Liquorice Allsorts man called?
a) Bernie
b) Bertie
c) Basil



Sweet-walk your way over to page 99 to jot down your answer.

THE RACE

A few months back, **Alan Devey**'s map of Level One of this Players game was printed. Well, Alan's been hard at it for the last few weeks and he's finally cracked Level Two. So here it is...





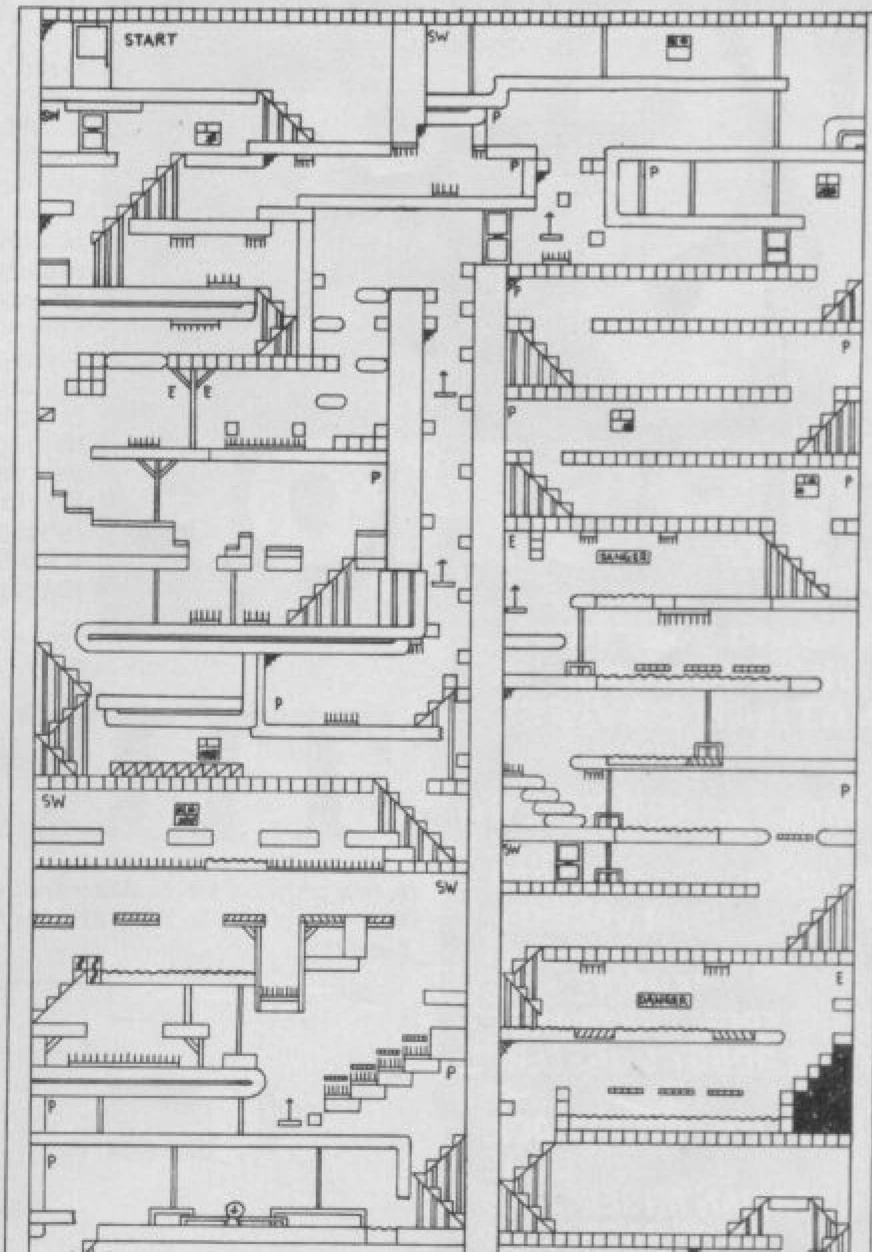
TIP O' THE MONTH

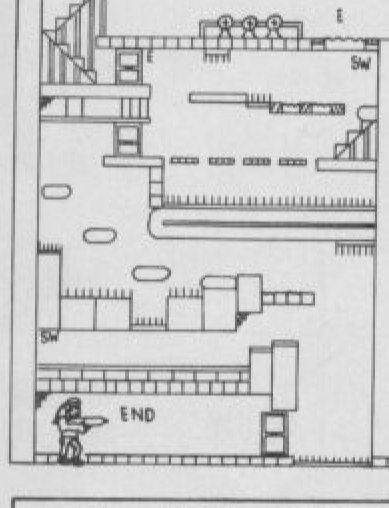
HONG KONG PHOOEY

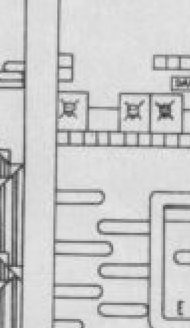
Philip Kiernan, eh? What a star. He's put together this absolutely corking map for us which'll tell you absolutely everything you could possibly want to know about *Hong Kong Phooey* (as long as it's something to do with the layout of the rooms). And there are even some exclusive tips to get you ducking and diving as well. Worthy of the £50 prize? I think so too.

Take it away, Phil!

- Don't try to eliminate a weapon-carrying goon like you would an unarmed one because that's a sure way to lose energy. Get past safely by standing on the same platform when he's not too close. After he fires, fall off to safety. His ammunition is now used up so you can punch him without worry.
- When you want to get off an elevator just walk off it. Don't jump because if you do it'll ascend, making it impossible to reach again. This may not be a problem in some places, but generally it's best not to jump. If it happens by mistake though you can get it back to normal by getting as far away from the elevator as possible and then returning.
- On the section of the warehouse where the barrels fall down, be careful as these are real energy drainers. To avoid a hit, stand on the right of the vertical passage and do a high-jump straight up. When one falls, climb higher and always do that jump on the right. Continue this until you reach the conveyor belts at the top. Remain on the highest one on the right and jump across to the lowest one on the left. When you land, immediately high-jump right. Stay there until the barrel is falling. Re-jump left and climb the belts to the platform. Get the energy and continue onwards.
- The last switch is on the bottom-left area of the map. When you fall off the platform, make sure you move left in the air to land on the ledge which leads to that switch. If you miss it and fall in front of the final door there's no way of getting any further.
- Touch the huge gunman to complete the game. When I first saw him I was afraid to get too close because that gun looks like it could do some serious damage. But luckily he doesn't use it. Phew!





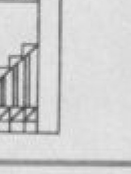


HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win six games from CDS!

What are the sports combined in the Pentathlon?

a) Riding, cross-country skiing, fencing, shooting, high-jump and the hurdles
b) Riding, swimming, shooting, running and fencing
c) Skiing, rifle shooting, sprinting, fencing and dressage



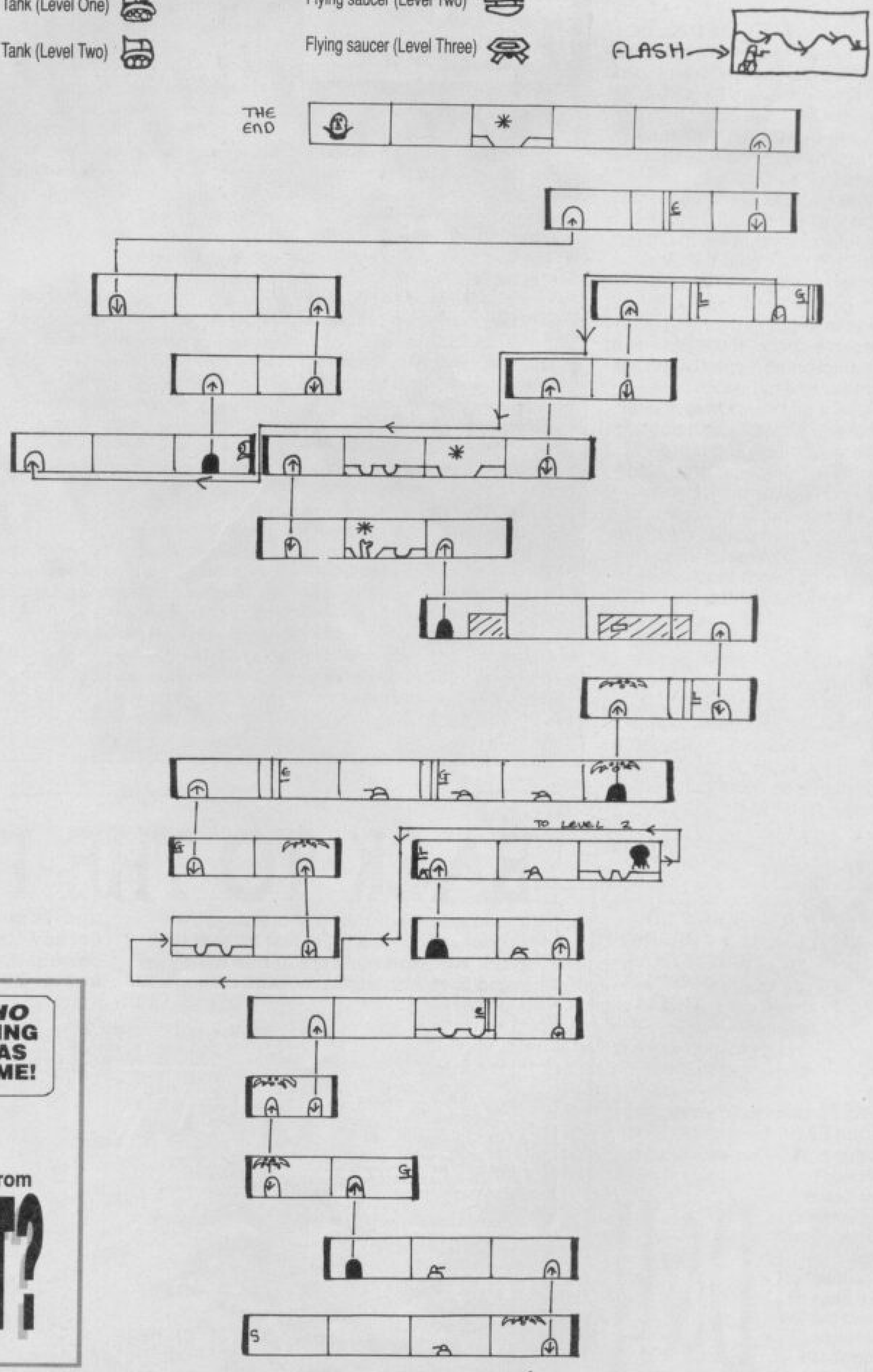
Serenade us with your answer on page 99.

DEFENDERS OF THE EARTH (SAM VERSION)

If you're a game-playing SAM Coupé owner there's one game you've just got to have. Erm, in fact there's one game full stop (just about), and here's a complete map of it courtesy of David McGuinness. (Have a free game, David.)

Bazooka man (all levels)
Gun man (all levels)
Spaceman (Level Three)
Tank (Level One)
Tank (Level Two)
Tank (Level Three)
Flying saucers take a special path:
Flying saucer (Level One)
Flying saucer (Level Two)
Flying saucer (Level Three)
Octon
Mongor
Ming

Wall
Door
Door which needs help
Start S
Chasm – Mandrake needed
Water jumps
Gun power-up G
Extra energy E
Extra life L
Laser turret
Eye on wall – fires at you
Statue which fires out of its mouth



● The game can only handle three sprites on the screen – you and two baddies.
● If you're in a screen where you need help (for a door) and there's someone running very close to you, run and jump up the wall. The person should jump under you so you can blast him in the back.
● Don't stay in one room too long.



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win ten "Utterly Amazing" T-shirts from CodeMasters!

What T is a boisterous woman?
a) Tarantella
b) Termagent
c) Trenchard

T?

Take that naughty woman over to page 99 and deposit the answer (and her) there.

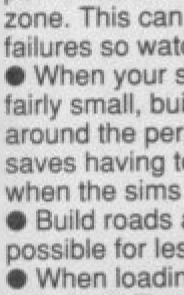
YS HINTS 'N' TIPS TIPSHOP

SIM CITY

If incredibly complicated strategy games are your cup of tea, *Sim City* must seem like a whole pot of Darjeeling with scones, jam and clotted cream. Here are some tips from Darren James...

- When the month of December comes along put the taxes right up to 20%. When the New Year and January arrive put the taxes back to 0%. The taxes and funds are taken off every New Year so you should make a tidy profit!
- Keep transport funds at 100% for undamaged, no-hassle roads.
- Fire stations aren't necessary if the Disable All option in the Disasters menu is set to Off (or is it On?). Just give the Sims one when they ask for it.
- A good way to raise land value is to put parkland in every available space. If the Sims start to complain about house prices then do less parkland.
- Use a nuclear power station wherever possible as it doesn't pollute as much and more people will live near one. Also they can power more zones.
- A brown-out is when two power stations power the same zone. This can result in power failures so watch those lines.
- When your settlement is still fairly small, build a railroad around the perimeter as this saves having to bulldoze later on when the sims ask for one.
- Build roads as straight as possible for less traffic problems.
- When loading a saved game just press Enter when it asks for a filename as more games should load easier.

Well thanks, Darren. A badge is on its way.



24 HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 30 assorted games from D&H!

What D and H is a very big shop indeed?
a) Evans
b) Jones
c) Woolworth

D&H

Take yourself off to page 99 and put the answer down on that there coupon.

DR. BERKMANN'S CLINIC



And without further ado...

DIZZY II

What is it about these *Dizzy* games? Gamesnags for the three of them continue to flow in, and when I occasionally print one the solutions arrive in bulging postbags. Take Phillip E McAllister's two queries for *DII* – how do you get the cursed treasure without getting killed, and what do you do with the Sinclair Abuser mag? Trillions wrote in, including the entire populations of Papua New Guinea and Singapore. Unfortunately I haven't got quite as many badges as that, but (draws names from hat) I do have enough for **Vince Grillo**, **Mark Toddington**, **Mark Mackay**, **Mark Holland** and **Mike Walpole** (whose badge collection must now be occupying nearly as many rooms as Richard Swann's). Answers? For the treasure, all you need is the holy book (or Bibble, as we religious types call it). Carry that when you get the treasure, and the lightning will not strike when you try to cross the white grave. As for the Sinclair Abuser mag, it doesn't do a lot (no surprises there), but drop it in the water for a points bonus. If you leave it on a screen with a fishy thing in it, you'll find that as your score goes up the fishy thing does not move, enabling you to walk through it. Neat, huh?

VENDETTA

Rather fewer letters for Simon Martin's double gamesnag on this chortly little trembler. Where was the ammo for the rifle? And how did you go through doors on the back or front walls of buildings? Well, explained **Steven Rutherford** and **Andy Harris**, you can't go through the doors on the back or front walls of buildings, which rather wraps that one up. As for the ammo, it's in one of the bottom crates in the first top floor room, and you'll need the crowbar to open it. Look in the small box on the floor near the gun.

WANTED: MONTY MOLE

Simon Thick wondered how to get through screen nine, the one with the ghost going through the wall and no visible exit. Some Clinicians argued that he really meant screen eight, but so what? We know which screen he was talking about, don't we? We do. All that's really necessary, Simon, is to collect everything on the way – the bucket, all the coal, and everything bar the candle and the policeman's helmet thing on Level Six. All the bits and bobs go together to make the cart that you'll use on later screens – clever lads these Harraps and Hollingsworths. Thanks anyway to **Steve Cowley**, **Andy Leyden** (what, no 'Chunky Boy'?), **David Cooper** and **David Cooke** for their assistance.

MEGABUCKS

Michael Sheehan has written in, stuck as many thousands have been before him on this fine and eminently playable *Knight Tyme* variant. In the usual fashion he's completed about 80% of it, saved it, but never managed to get any further. Until now, that is, Michael – here are your gamesnags, unravelled at last...

Q What do I do with the paintbrush?
A Use it in a certain room on the first floor of the main mansion.
Q How do I get rid of the robot that blocks a passage in the church?
A Get the robot control in the tunnel – it's hard to pick up, but not impossible.
Q What do I do with the sick bird?
A Just take it with you when you want to see if somewhere is safe or not.
Q How do I open the door in the master bedroom?
A Ah, that would be telling...

HAYLP!

And finally, another ripsnorting and riproaring collection of terminal tip-free zones. How can we help, messieurs et mesdames?

Daz Ellis: "How do you get onto the swamp ship on Level Four of *Yogi's Great Escape*, and get and use the key in *Through The Trap Door*?"

D McKee: "Does anyone know where the third object is in *Chimera*? I know the first two are a spanner and a key, but what and where is the third? And how do you get through the triangular doors in *Mercenary – The Second City*? Are they just a hoax?"

David Nash: "In *Andy Capp*, could someone please tell me how to meet Chalkie, get my Giro and get a job in the factory?"

Hilary Wood: "I've been stuck on about 80% of *Dragontorc* for five years and I'm going barmy. So can anyone tell me what to do with those crowns, how to get the one off the statue in the Citadel of Morag, and what use the poisonous hedgehog might be?"

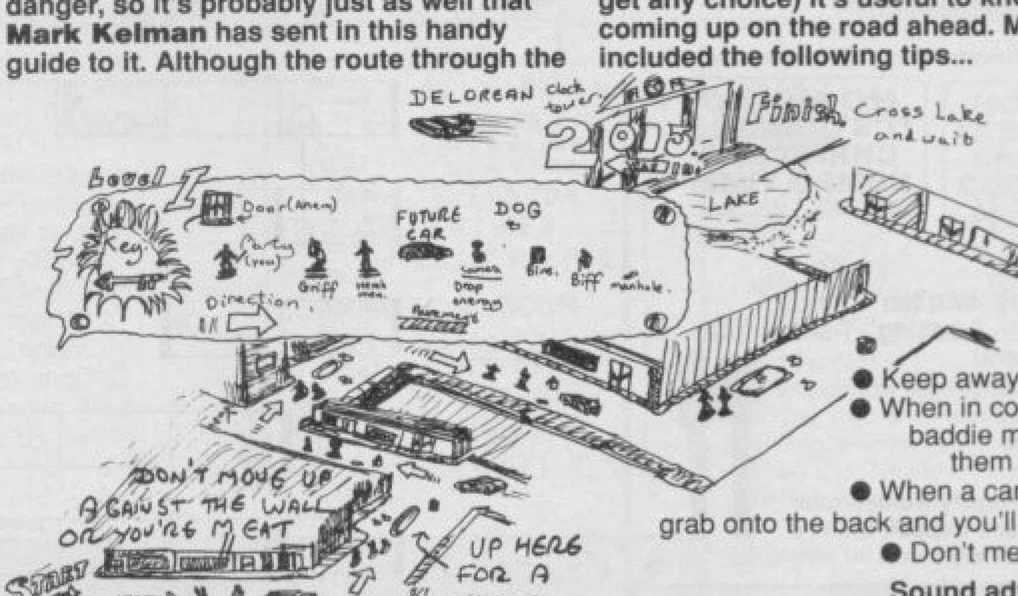
Donovan Pain: "Is it humanly possible to get past the Lava Men on Level Four of *Rolling Thunder*? If so, how?"

And lastly (but not leastly), **Allen Butler**: "How do I get through the 'foliage' at the end of Level One of System 3's *Tusker*? It's crap!"

Hmm, a worthy thought to end on, I think. Send your solutions, gamesnags, buttered rolls etc to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW – badges and the occasional new game await the lucky snagsters...

BACK TO THE FUTURE II

The first level of this one is fraught with danger, so it's probably just as well that Mark Kelman has sent in this handy guide to it. Although the route through the town is pretty obvious (you don't actually get any choice) it's useful to know what's coming up on the road ahead. Mark also included the following tips...



- Keep away from walls.
- When in combat with a baddie move behind them to kill them.
- When a car is passing, grab onto the back and you'll be burning.
- Don't mess with Biff.

Sound advice, there.


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YS HINTS 'N' TIPS TIPSHOP

TIME MACHINE

Rich quite liked *The Time Machine* when he reviewed it back in the October ish (he gave it a Megagame in fact) so imagine how happy he was when this 'ere complete solution ploped through the YS cat-flap. (That's right, very happy indeed). Just for a spooky change it's been sent in by the company that published the game in the first place, Vivid Image. Jolly nice of you, Mr Mev Dinc, thank you very much. (And, no, you can't have a free game.)

Right, before we start (and just to make sure you don't get confused or anything) this is the way I'll be referring to the screens...

"Go to 1.1"
means Zone One, screen one.
"Go to 2.4"
means Zone Two, screen four.

Got that?
I think so.
Away we go!

CREATING ZONE TWO

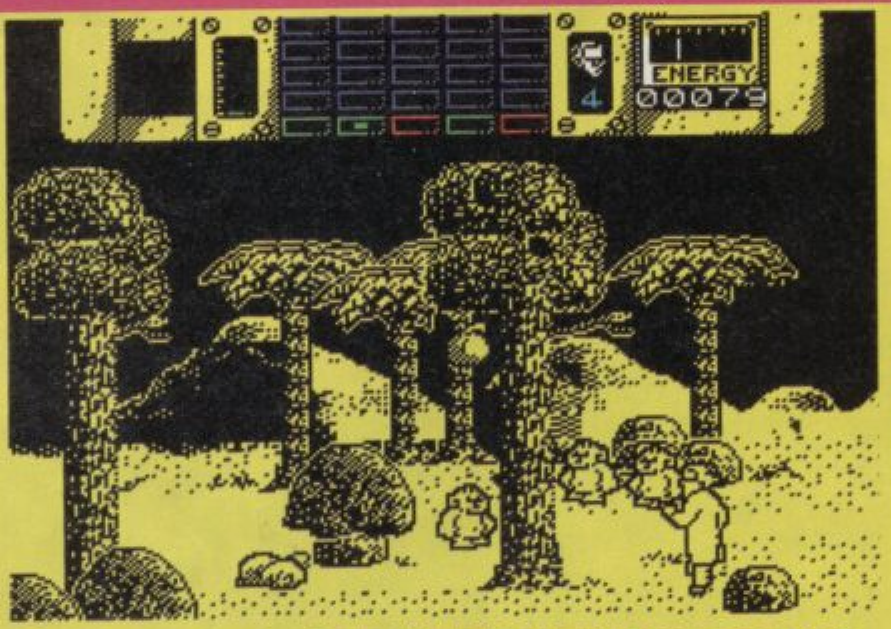
1. Transport mammals to cave in 1.5.
Go to 1.2 and place a travel pod there. Go to 1.5 (using the pterodactyl to cross the river) and place another travel pod by the cave. Go back to 1.2 and stun a mammal with your beamer. Stand next to the stunned mammal so it is displayed in the look window, then transport yourself and the mammal to the pod in 1.5. Repeat the above several times. You can have up to 16 mammals in the cave at any one time. You may transport mammals even after you have created Zone Two.

2. Go to 1.3 and block geysers.
Congratulations! You've now created Zone Two.

CREATING ZONE THREE

1. Make a fire by cave in 2.5 to keep apemen warm.
Place a pod by the cave. (Fire lasts longer in the green area.) Go to 2.2, find wood and transport it to 2.5. Go to 2.1 and stand in the middle of the screen on the solid patch. Go to 1.1 (change zones). Transport the flame to 2.5 to ignite the wood. If the fire goes out just reignite the wood.

2. Unblock geysers to warm up planet.
Yeti does not like the warm planet so it will try to block geysers! You can feed him by transporting apples from 1.2 or fish from 3.4. This will keep him happy for a while!
You've now created Zone Three.



A-ha! Some pigmies (I think). Hello there! I say, you don't happen to know the way to the 20th century do you?

3. Plant seeds in 2.4 (needed for later zones!).
Place the pod on the river bank (in the green area by the existing plants). Transport the apples from 1.2. Repeat for both river banks.

CREATING ZONE FOUR

1. Transport round wheel from 3.2 to 3.5.
If you have planted seeds in 2.4 then you should have trees in 3.4! You need to break the branches of trees to form a bridge. You need the bridge to take the wheel across the river. The bridge is also needed in later zones.

Use pterodactyl in Zone One and as you cross the river change zone at the appropriate place so that you would drop on to the branches! Repeat for both branches. You can now take the wheel across the river to 3.5.

HINT – A quicker way of getting the wheel to 3.5 is to carry the wheel to 3.3 and enter the hut. You will then reappear in the hut in 3.5. Now walk up to the square wheel and drop the round wheel.

CREATING ZONE FIVE

1. Destroy Goliath.
Get a powder barrel from 4.5. To avoid the cannon ball stand in the middle of the screen in 3.5 and change zone to Zone Four.

Take the barrel to 4.4 and drop it as near the right-hand side of the bridge as possible. Place a pod near the barrel and wait for Goliath to get near the right-hand edge of the bridge and then transport the flame from 1.1 to the barrel to ignite it. This will destroy the Goliath.

2. Reveal oil source.
Take another barrel from 4.5 and take it to 4.1 and drop it by the moving rock (oil source). Place a pod near the barrel and ignite it to dislodge the moving rock thus revealing the oil source.

You will have now created Zone Five.

REPAIRING THE TIME MACHINE

1. Recover the crystal unit for the time machine.
Kill a few terrorists in 5.5 and wait for a bomb. Transport this bomb to 1.1 by the rock with the crystal in it! Ignite the bomb to dislodge the crystal from the rock. You will not be able to find the crystal in the swamp as it is too deep, but you will find it in 2.1 if you search for it.

Place a pod in front of the time machine and transport the crystal to it.

2. Switch power to the time machine.
There is a power switch on top of the building above the VID OIL sign in 5.1. Use pterodactyl to land on top of the building and beam at the switch to turn the power on and off.

Make sure you place the crystal in the time machine before switching the power on.

Now that the crystal is in place and the power to the time machine is on all you have to do is to get inside your machine and do a pick-up at it.

Phew. All that jumping time zones has made me feel a bit

EMPIRE

Within seconds of Four Pack No 2 arriving on the scene, this set of tips arrived from Paul Cardno. Quick off the mark or what, eh? And he certainly seems to know his stuff.

To start with go into the starbase and collect your mission. Follow the pointer to the aliens and when you reach them shoot one and turn away. The pointer should still point to the aliens so turn back and blast another. Repeat this until you've destroyed them all. As soon as the last one is dead go to the system map and put the marker on where your ship is. Fly back to the starbase, change to 'PO' mode and follow the pointer back to the place where you put the marker. The pod should be around that area. Take the pod back to the starbase and you should receive a trading pass.

After completing the mission go to the system map and close in on your position. On the opposite side of Abatlu 2 there are two stars. Put the marker on the one nearest the planet. Exit from the map and go into 'PO' mode. Follow the pointer to the dot, dodge the planet, and you should find the warp. If, for some reason, you can't find it, go back to the system map and place the marker on the other dot. When on the planet, shoot as many missiles as possible because you can clear a planet of missiles giving you a free choice of pods. Remember, when you come up to a pod on a planet, never point your sights directly at it because if it is a way out you will never dodge it. Always collect people and minerals first because ore is mainly covered in radiation. If you pick up radioactive ore carry it away from the warp so you are never tempted to pick it up.

General Tips

- Never leave a system until it is completed, even for a mission. It is easier to do them one at a time.
- Shoot all the alien ships if you can because they're real pests.
- Always use the same planet to get pods because you have more chance of clearing it of missiles.
- The planet you choose to get pods from should be the one nearest the starbase because then it's easy to get the pods back.

Triffic! Cheers, Paul. The badge is on its way.



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

'F-16 Combat Pilot pulls out all the stops'
– game of the month, The Games Machine.

'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

***SPECTRUM:** cassette £14.95, disc £19.95*

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



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PRACTICAL POKES

A round of applause for everybody's favourite key prodder, JON NORTH!

If it's POKEs you want then it's POKEs you'll get. And, my oh my, have I got a value-packed goody-batch for you this month. (And it sort of looks like this...)

SOME STUFF BY ME

I haven't put any of my own stuff in the column for a while, so here are infy lives for *Guardian Angel* and *Time Machine*, and for *Piggy Tales* you've got infy lives on *Tom Thug* and *Pete's Pimple*, and lives and power on *Rubbishman*. I'm too good to you, I really am...

```
10 REM Guardian Angel by
Jon
20 CLEAR 65535
30 LOAD ""CODE 64e3
40 LOAD ""SCREEN$
50 POKE 64015,201
60 RANDOMIZE USR 64e3
70 POKE 58978,0
80 RANDOMIZE USR 24094
```

```
10 REM Time Machine by Jon
20 CLEAR 6e4: LET t=0
30 FOR f=65294 TO 65348
40 READ a: POKE f,a
50 LET t=t+(f-65284)*a: NEXT
f
60 IF t<>253620 THEN STOP
70 RANDOMIZE USR 65326
80 DATA 33,36,255,17,0
90 DATA 255,1,10,0,237
100 DATA 176,46,2,34,51
110 DATA 254,221,33,13,255
120 DATA 24,214,24,11,62
130 DATA 153,50,137,181,195
140 DATA 223,254,221,33,169
150 DATA 238,17,101,16,62
160 DATA 255,55,205,86,5
170 DATA 48,241,62,123,50
180 DATA 247,254,195,8,239
```

```
10 REM Piggy Pokes by Jon
20 FOR f=64e3 TO 64065
30 READ a: POKE f,a: NEXT f
40 POKE 23659,0: LOAD
""CODE
50 RANDOMIZE USR 64e3
60 DATA 33,208,136,17,0
70 DATA 255,213,1,26,0
80 DATA 237,176,33,19,250
90 DATA 34,22,255,201,33
100 DATA 38,250,34,115,130
110 DATA 46,45,34,190,130
120 DATA 46,60,34,140,130
130 DATA 195,69,128,175,50
140 DATA 91,184,195,1,184
150 DATA 175,50,80,184,50
160 DATA 35,189,50,238,189
170 DATA 50,249,189,24,238
180 DATA
175,50,3,194,24,248
```

ZYTHUM & REBEL

Here's a couple of routines from a new hacker, **John Paterson** of Aberdeen (delete any lines you don't want). The no-nasties POKE for *Zythum* was sent by **Jamie Miles** of Gwent in South Wales, so cheers, Jamie! And the no-horizontal-aliens POKE was from a regular, good ol' **Andy Ryals** of West Yorkshire.

```
10 REM Zythum by John and
Jamie
20 CLEAR 24783: MERGE ""
30 POKE 23996,201
40 RANDOMIZE USR 23972
50 POKE 40063,201
60 RANDOMIZE USR 4e4
70 POKE 54786,183: REM infy
lives
80 POKE 51271,0: REM infy
bombs
90 POKE 56498,0: REM infy
time
100 POKE 54410,201: REM
no nasties
110 RANDOMIZE USR 50944
```

```
5 REM Rebel by John and
Andy
6 MERGE "":GO TO 10
41 POKE 49234,0: POKE
4923
5,0: REM infy lives
42 POKE 49241,0: POKE
49242,0: POKE 52295,0: REM
infy time
43 POKE 49958,0: REM
immortal except when laser set
wrong
44 POKE 49313,lev: REM
lev=start level (1-9)
45 POKE 49351,0: REM no
horizontal aliens
46 POKE 51140,0: POKE
51141,0: REM no loss of life
when laser set wrong
47 RANDOMIZE USR 49152
```

TAU CETI

A compact hack, next, from **M Donman** of Newcastle, for one of the games on the first *YS* Fourpack. Nice going, M!

```
10 REM Tau Ceti by M
20 BORDER 0: CLEAR 25015
30 LOAD "ceti1"SCREEN$
40 LOAD "ceti2"CODE
50 POKE 49815,0: POKE
49816,0
60 POKE 49817,0: POKE
49818,0
70 PAUSE 0: PRINT USR
59392
```

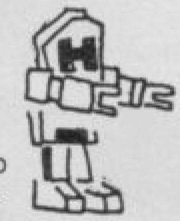
Yikes! No room left. Er... bye!

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

I'm surprised we haven't had any tips for this one before, as it scored a scorching 83° back in the July issue. Better late than never, though, that's what Stephen Hancock always says.



These appear on the screen and ram into you. If there are too many around use a mine.



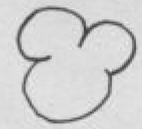
These are fairly slow. Shoot them as soon as they appear.



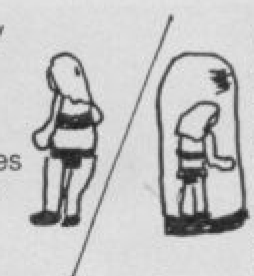
These are the deadliest. One touch and it's daisies for you, matey. (And another thing – they can't be killed.)



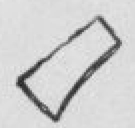
These ones run round in fixed directions. You can usually blast them before they reach you.



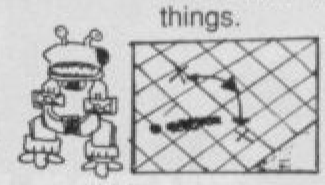
Extra mines or energy.



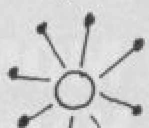
Walk into women and they get teleported to the ship. The ones in capsules shoot the terminals and toaster-like things.



Invincibility for about ten seconds.



This bloke is the guardian of all the levels. Stand in one certain place and keep firing. He won't get you with his mines.



Ray power.



One touch of a spike and you're dead.



Fall down a hole and you get killed.



This is Sarah Bellum. She's on the last level. Free her then teleport.

Thanks, Stephen. On behalf of all of us, please accept this badge.

GREGORY LOSES HIS CLOCK

We're still without a complete solution to this but Antony Whitaker's back with a bit more to add to David Cook's tips in the October ish, and his own in July.

Hello. First, I must rectify a scoff-up *(Eh? Ed)* I made in the July ish. What I called a 'disk' is in fact a piece of clock – sorry!

Go into the gallery and study the paintings – make a quick sketch of each picture, noting shapes, colours and positions 'cos they're different each time you play. Pick up the three markers on the floor, put two of them in your pocket and go right into the maze (which also changes in each game). DON'T touch pictures other than those identical to the ones at the start. Take correct paintings down and you will find the remaining two clock pieces.

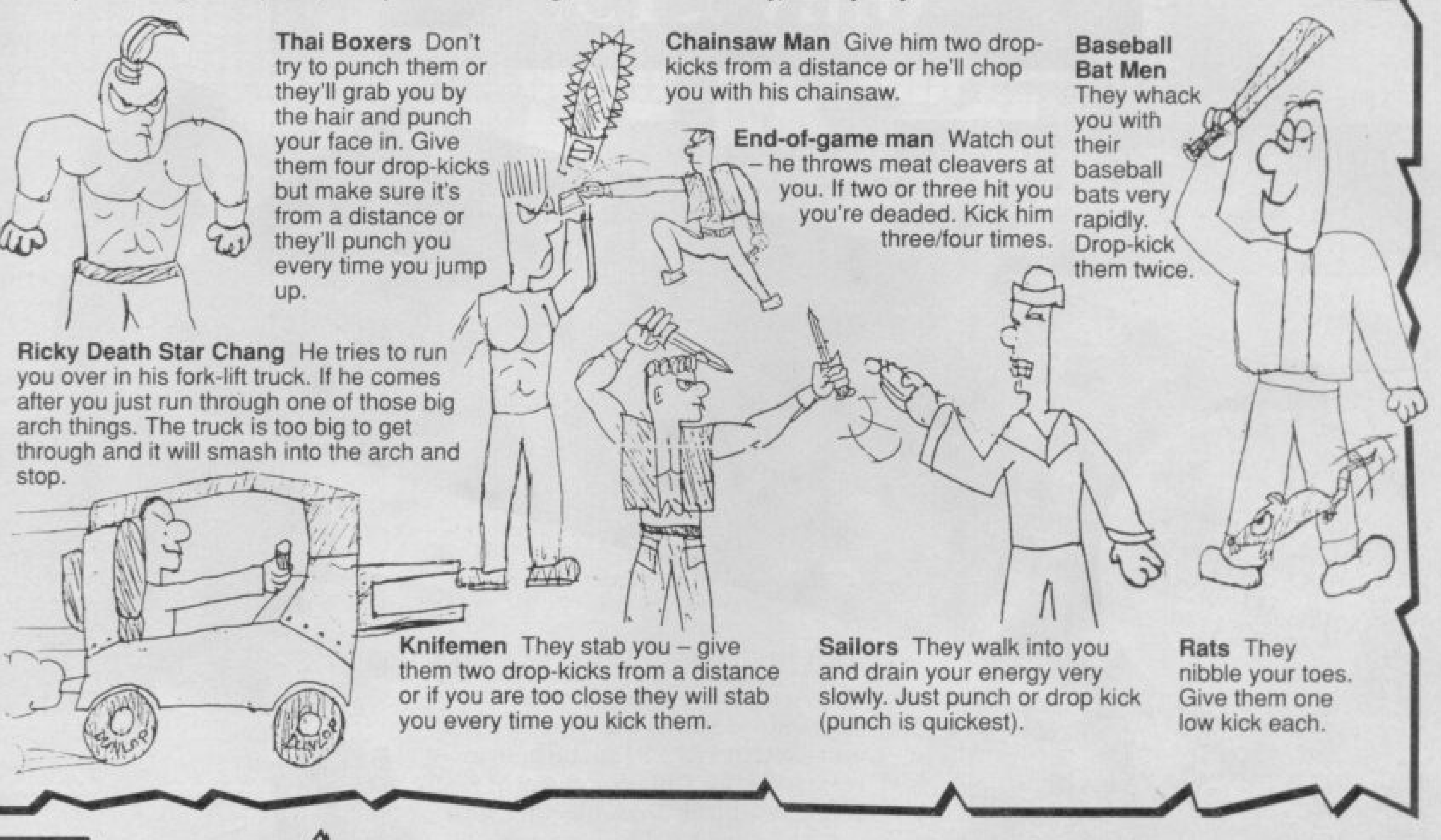
I can't get any further. Let's hope someone else can.

Cripes, we'll be here 'til kingdom come at this rate.

THE GUARDIAN ANGEL

Joe Allard's the chap to thank for this comprehensive guide to the Codies' latest beat-'em-up extravaganza. (Well, 'comprehensive' might be pushing it a bit but it's still rather stonking, isn't it?)

Take it away, buddy boy.



Thai Boxers Don't try to punch them or they'll grab you by the hair and punch your face in. Give them four drop-kicks but make sure it's from a distance or they'll punch you every time you jump up.

Chainsaw Man Give him two drop-kicks from a distance or he'll chop you with his chainsaw.

End-of-game man Watch out – he throws meat cleavers at you. If two or three hit you you're deaded. Kick him three/four times.

Baseball Bat Men They whack you with their baseball bats very rapidly. Drop-kick them twice.

Ricky Death Star Chang He tries to run you over in his fork-lift truck. If he comes after you just run through one of those big arch things. The truck is too big to get through and it will smash into the arch and stop.

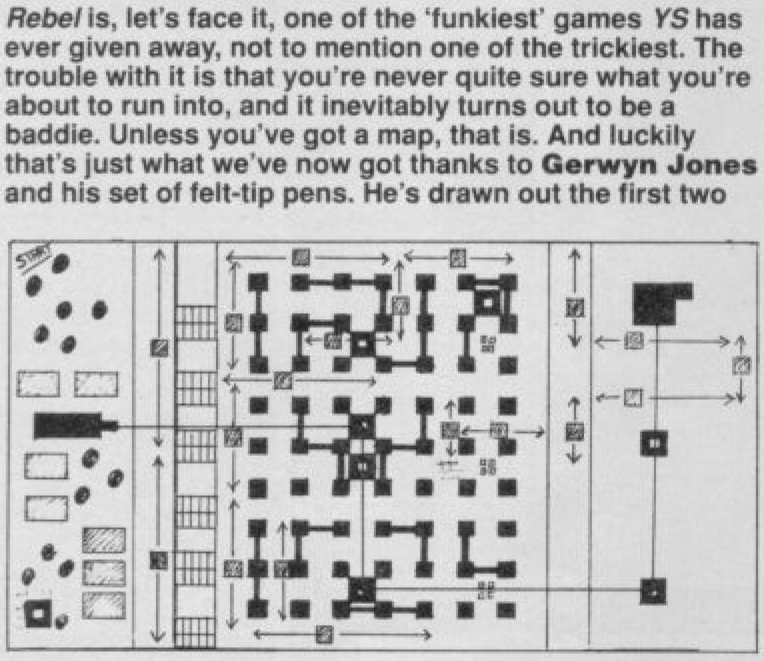
Knifemen They stab you – give them two drop-kicks from a distance or if you are too close they will stab you every time you kick them.

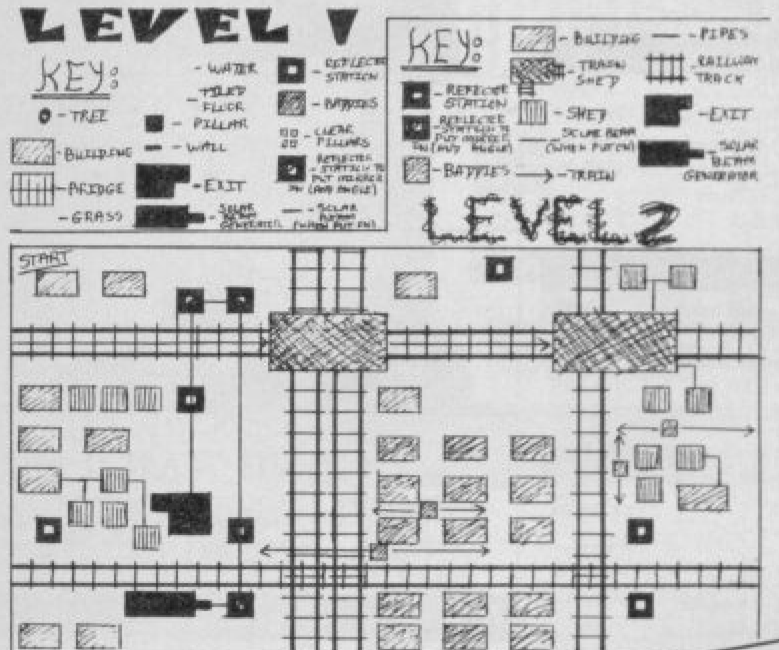
Sailors They walk into you and drain your energy very slowly. Just punch or drop kick (punch is quickest).

Rats They nibble your toes. Give them one low kick each.

REBEL

***Rebel* is, let's face it, one of the 'funkiest' games *YS* has ever given away, not to mention one of the trickiest. The trouble with it is that you're never quite sure what you're about to run into, and it inevitably turns out to be a baddie. Unless you've got a map, that is. And luckily that's just what we've now got thanks to Gerwyn Jones and his set of felt-tip pens. He's drawn out the first two levels in intricate detail, even marking on the baddies' routes so you'll know just what to expect when you round the next corner. Give that man a game (once you've found out which one he wants)!**







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"If music be the food of love" what did Shakespeare tell us to do next?

a) "Play on"
b) "Get down on it"
c) "Twist and shout"

Strut your funky stuff over to page 99 and get that answer down.

THE END

Well, that's a great weight off my shoulders, I can tell you. However, next month is but weeks away and I'm going to need lots more hints, cheats, tips and maps just like these. Otherwise, well, we're doomed, aren't we? So give it your best shot, preferably in the direction of Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. And remember all those prizes up for grabs – £50... free games... Big Tips badges... you'll be doing yourself a favour.

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Matt I reviewed the original of this way back in November '89, so I should actually know what I'm talking about here (for once!). In a nutshell, *Strider II* is more colourful than its predecessor, it's bigger (there are the same number of levels, but each one is a lot longer), it's got more baddies and the leading character can do more things (including climbing ropes and firing a gun).



Otherwise, though, the new game is more or less exactly the same as the old one – a superior platform-and-ladders shoot-'em-up thingie, distinguished by an incredibly athletic lead character who cartwheels and bounces all over the place. And there you have it, the complete review in two paragraphs. I think I'll go home now.

Oh, what? You want more? Well, okay then (but just because it's you). You know the story behind *Strider II*, of course. In brief, Tiertex (the programming guys behind *Black Tiger, Dynasty Wars* and loads of other hits for US Gold) were slightly disappointed with their conversion of the original *Strider*. Not that it wasn't any good, you understand (after all, it earned a *YS* Megagame), but they couldn't use all the new ideas they came up with to improve it because of they needed to be as faithful as possible to the arcade.

So what to do? The answer, of course, was a sequel, one which would keep all the good things from *Strider* and improve upon (ahem) the slightly ropier ones. Hence out go the not-particularly-long levels, the relative easiness and so on, and in comes the rope-climbing and all that stuff. Since there wasn't (and still isn't) an arcade sequel to the Capcom original they were free to come up with their own game design. Capcom approved it all and the rest you see here.

So what's *Strider II* all about, and how well does it work on the Speccy? Well, the first thing that strikes you (even more so than most sequels) is how like the original it looks. The main sprite is a bit smaller (to allow more room for movement around the screen) but otherwise it's more or less identical. There're big dollops of spot colour thrown around the place, which help improve the look of things, but without having them side-by-side you could easily confuse the two.

Unfortunately this colour does nothing to ease one of the big faults of the first game – that at times the Strider character gets lost against the complicated monochrome backdrops. Most of the time things are designed so Strider's a crisp white shape against a dark screen, but his disappearing act still niggles.



Strider drops from a rope between some zappy electro-balls in Level Two. (By the way, have you noticed how the bottom panel has changed since our Megapreview?)



Here's our hero catching a lift up to a higher platform. (Oh no! That bloke with the funny boots has missed it!)

But that's about as negative as I'm going to get. In all other ways *Strider II* is actually jolly good. Baddies are thrown at you thick and fast, and Strider's new-found ability to shoot a gun (while standing still) as well as leap about slashing his sword adds variety to the combat sequences. He can now climb ropes too (unfortunately the graphics of him doing this are as ridiculous as every piece of rope climbing ever depicted on the Speccy) and at the end of each level he transforms into a wheeled robot creature before taking on the big baddie. This doesn't really add much to the game, but it's all part of the battle to be different, I guess.

What else is new? Well, the plot for one thing. Here at *YS* we quite liked the fact that originally Strider was invading a futuristic version of Moscow, but that's all gone by the board here. Instead he's rescuing the leader of the world from an alien planet or something, a much more boring task which means we don't get any red stars or ballet dancers, and have to make do with (very human-looking) aliens and ED 209 lookalikes instead.

That said, *Strider II* is an improvement on the original in most every respect, though somehow it's missing something – the novelty has gone. Strider was brilliant in his first incarnation because he moved so differently from most podgy sprites – now there's no surprise and it all feels much more ordinary. In fact, the whole feel of the game is that of a revamped and improved version of the original, rather than of a brand new game – hence the lower mark than the original, even though this is in almost every way better.



All this climbing and leaping about stuff works very well – you could as easily jump to that chain as keep going up the

There is a footnote to this story however. Capcom are apparently so impressed that they've plans to use this game design as the basis to their own *Strider II* coin-op. It's not all that often that we get something converted the other way, is it, Spec-chums?



finalverdict

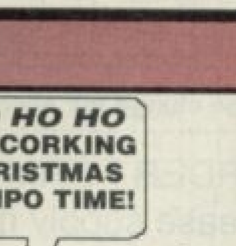
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
84°	89°	86°	84°

DIAGNOSIS

Bigger, better, more colourful sequel to *Strider*, though perhaps a bit too similar to the original to be



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What is Micronesia?

a) A minor case of amnesia
b) A collection of small grazes
c) A group of little islands

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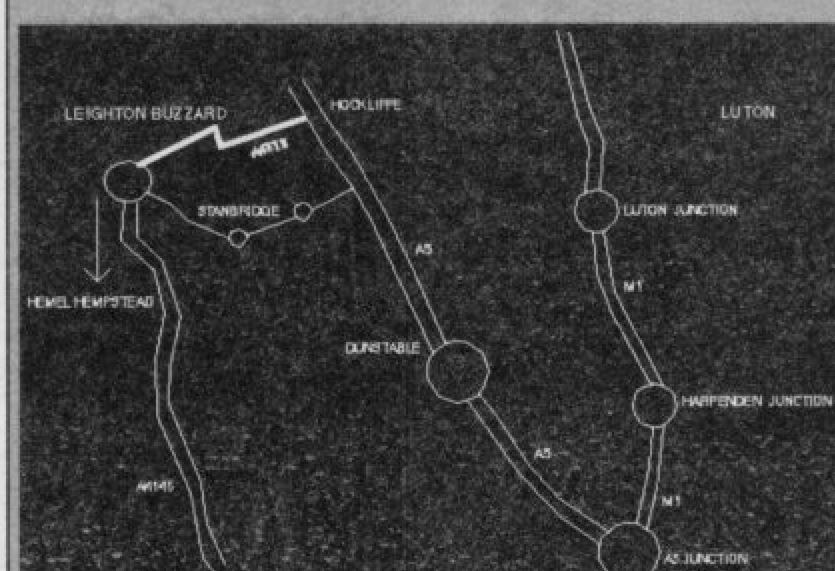
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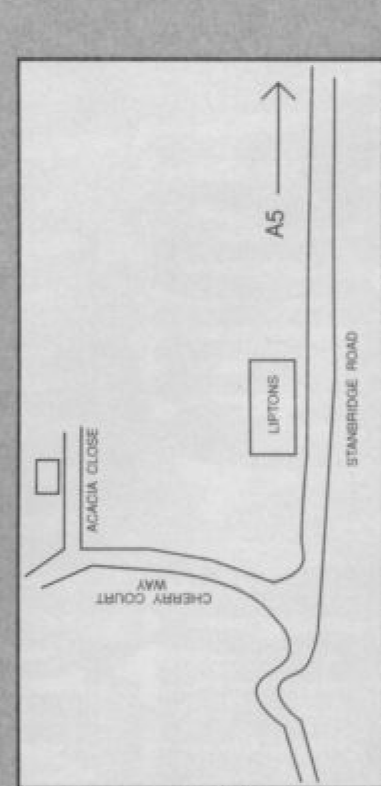
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Kleenex
Nick

COMPOWINNERS

In which we finally get up to date with all the compos (well, sort of)...

DON'T ASK ME, I'M COMPLETELY OFF MY TROLLEY COMPO

Five minutes of fun with a shopping trolley at the Computer Shopper Show go (or went, depending on when you're reading this) to **Greg Jackson** from Saltburn-by-Sea, Cleveland. Three pairs of tickets go to **P Horsley** of Liversedge, West Yorkshire; **Steve Anderson** of Gloucester and **Philip Lawlor** of Seaton Junction, Devon.

SLY SPY COMPO

A 35mm Fuji compact zoom camera is yours, **Ross Bradley** of Honeybourne, Worcestershire. And copies of Ocean's *Sly Spy Secret Agent* will be wending their way to **Paul Smith** of Solihull, West Midlands; **Darren Ewing** of Liscard, Merseyside; **David Wilson** of Edinburgh; **Anthony Chapman** of Milton Keynes; **David Clarke** of Birmingham; **John Pagan** of Barrow-in-Furness, Cumbria; **Mark Drysdale** from Dalbeattie, Kirkcudbrightshire; **J Hitchcock** of Leytonstone, London; **Stuart Hogger** of Ipswich, Suffolk; **Andrew Mackie** from Hull; **Steven Rook** from Glenrothes, Fife; **Mark Thomson** in Glasgow; **Tony Driffield** of Mold, Clwyd; **Ashley Wiseman** on the Isle of Arran; **Jantzen Gallagher** in Hartlepool, Cleveland; **Nick Enzor** of Haxby, Yorkshire; **Philip House** of Bolton; **Philip McEnery** of Harrogate, North Yorkshire; **Paul Irvine** of Salzgitter, West Germany; and **Karen Rose** of Oldbury, West Midlands.

THE SPY WHO LOVED ME COMPO

A Saisho video recorder (from Domark) is coming your way, **Paul Redding** of Basildon; and copies of the film go to **Jorge Manuel Correia Lonzo** from Canidelo, Portugal; **A Johnson** of Coventry; **M Banwell** of Badgeworth, Somerset; **N Taylor** of Gloucester and **Dan Brice** of Bristol.

DUMPERVILLE COMPO

A bag of *YS* goodies is on its merry little way to **Dean Claydon** of Mansfield, Nottinghamshire.

SNOW STRIKE COMPO

A Sky (er, BSB have gone kaput) satellite dish plus installation goes to **Neil Stewart** of Yeovil, Somerset.

Copies of US Gold's *Snow Strike* go to **Mark Smith** of Ipswich, Suffolk; **T Summerfield** of Ashby, South Humberside; **James Anderson** of Weston Favell, Northampton; **A Parks** of Chippenham, Wiltshire; **D Fraser** of Luton, Bedfordshire; **Neil Gwynne** of Ross-on-Wye, Herefordshire; **Paul Massingham** of Stamford, Lincolnshire; **I Beddon** of Whitchurch, Shropshire; **EW Fairweather** of North Hykeham, Lincoln and **D Summerfield** of Scunthorpe.

TEABAG COMPO

A teabag is on its way to **J Cogle** of Allanton, Berwickshire. That's enough for a whole cup of tea – wow!

RICK DANGEROUS II COMPO

Pump up the volume, **James MacDonald** of Oban, Argyll because you've just got yourself quite a nifty Pye CD/stereo radio/cassette recorder! Microstyle *Rick Dangerous II* T-shirts are off to **Richard Orrell** of Halifax, West Yorkshire; **Craig Simpson** of Cramlington, Northumberland; **Eric Graham** of Londonderry, N Ireland; **David Netherwood** of Streatham, London; **Stuart Weston** of Marholm, Peterborough; **Rodney Hindle** of Wheelton, Lancashire; **Gary Mayes** of Hemel Hempstead, Hertfordshire; **Julien Bain** of Fort William; **M Lopez** of Amadora, Portugal; **Emyr Harris** of Rhydargaeau, Carmarthen; **Mike Clarke** of Peterhead, Grampian; **Pardeep Lahel** of Smethwick Warley, Birmingham; **Alastair Patrick** of Carbridge, Inverness-shire; **Stephen Carson** of Luton, Bedfordshire and **Neil Foster** of Dunfermline, Fife.

IRONMAN COMPO

Vroom, vroom, that's what we say to you, **Sean Kelly** of Lurgan, County Armagh because you've won a four-wheel-drive remote control truck! Hurrah! Copies of Virgin's rather stomping *Ironman* go to **Ricky Holmes** of Kilnhurst, Rotherham; **Daniel Newsome** of Wakefield, West Yorkshire; **Lee Tattersall** of Brandlesholme, Lancashire; **Justin Morecroft** of Gloucester; **James Clark** of Tamworth, Staffordshire; **James MacDonald** of Oban, Argyll; **Simon Williams** of Launcesten, Cornwall; **Martin Hill** of Inverurie, Aberdeenshire; **Mairead Guinan** of Geashill, County Offuly, Ireland and **Mark Elsdon** of St Boswells, Roxburghshire.

JUDGE DREDD COMPO

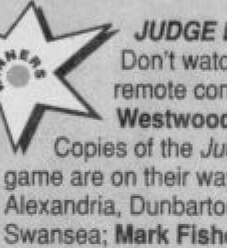
Don't watch that, watch this – a Phillips remote control colour TV goes to **Paul Westwood** of Solihull, West Midlands.

Copies of the *Judge Dredd* book and Virgin game are on their way to **Kenneth Mooney** of Alexandria, Dunbartonshire; **A Sandles** of Swansea; **Mark Fisher** of Welling, Kent; **M Cooling** of Beckenham, Kent and **Aaron Brailsford** of Linton-on-Ouse, North Yorkshire. Copies of the game are going to **Simon Davey** of Bristol; **Adam Westwood** of Crewe, Cheshire; **Robbie Pelwenkhan** of Stratford-upon-Avon; **Kenny Owens** of Antrim, County Antrim and **Kevin Gentry** of Thundersley, Essex.

SNOOKER MANAGER COMPO

Blimey O'Riley, **Nolan Wilde**, we hope you've got a nice big room 'cos you've just won a six-foot snooker table, a full-size cue and case, lots of chalk, a couple of rest-heads, a T-shirt, a snooker encyclopedia and a copy of Image's *Snooker Manager*. Phew!

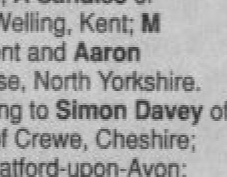
Copies of *Snooker Manager* go to **Thomas Browning** of Luton, Bedfordshire; **Scott Nicol** of Widness, Cheshire; **Jim Richards** of Blairgowrie, Tayside; **J Standen** of Dagenham, Essex; **Jason Kernohan** of Halesowen, West Midlands; **Simon Cartwright** of Worksop, Nottinghamshire; **Richard Spandley** of Midhurst, West Sussex; **Jonathan O'Shea** of Denton Burn, Newcastle-upon-Tyne; **Jonathan Herring** of Rugeley, Staffordshire; **Peter Sarfas** of Highcliffe, Dorset; **Jon Leach** of Tipton St John, Devon; **Gary Rutledge** of Coventry; **Peter Lavers** of Longdowns, Cornwall; **Michael Major** of Andover, Hampshire; **Colin Shaw** of Aberdeen; **Gavin Elliott** of West Monkseaton, Tyne and Wear; **Mike Hobbs** of Bath, Avon; **Michael Kinlan** of Billingham, Cleveland; **Colin McBurnie** of Dewsbury, West Yorkshire; **D Hulewicz** of Twickenham, Middlesex; **Paul Hesp** of Newby, Scarborough; **Brian Gooch** of Sheringham, Norfolk; **David Rolleston** of Glenfield, Leicester; **Ray Badrick** of Slip End, Hertfordshire; **P Williams** of Caversham, Berkshire; **Rick White** of Doncaster, South Yorkshire; **Paul Tibbenham** of Basildon, Essex; **Garry Mackintosh** of Nairn, Inverness-shire; **Zaaron Crosby** of Kidbrooke, London; **Richard Dimambro** of Aberdeen; **Barry Foots** of St Nawton, North Yorkshire; **DE Daniels** of Croydon, Surrey; **Bernard Hunter** of Eccles, Manchester; **David Beech** of Grimsby, South Humberside; **Peter Mattison** of Maiden Newton, Dorset; **J Bird** of Crawley, West Sussex; **Lee Tattersall** of Bury, Lancashire; **Andrew Elliott** of Plumstead, London; **Michael Jones** of Quinton, Birmingham; **J Fitzpatrick** of Northampton; **Linda Brewer** of Hull; **W Crooks** of Reigate, Surrey; **P Korhonen** of Hartlepool, Cleveland; **Ben Ayteo** of East Coker, Somerset; **Paul Shepherd** of Toton, Nottingham; **Alasdair Cairns** of Peterborough, Cambridgeshire; **CK Arnold** of Bradford, West Yorkshire; **Martyn Smith** of Aston End, Hertfordshire; **Howard Crook** of Leyland, Lancashire; **Colin Watson** of Belfast, N Ireland; **SJ Patel** of Dorking, Surrey; **Michael Watts** of Romsey, Hampshire; **A Davies** of Cleckwheaton, West Yorkshire; **Tricia White** of Norton Fitzwarren, Somerset; **Matthew Waghorn** of Haywards Heath, Sussex; **Ian Tomkinson** of Vicars Cross, Chester; **Simon Jones** of Port Talbot, West Glamorgan; **Andrew Davidson** of Bishop Auckland, County Durham; **John Bartholomew** of Lisburn, County Antrim; **PM Rendeer** of Dewsbury, West Yorkshire; **Christopher Gough** of Lurgan, County Armagh; **Ian Yates** of Clitheroe, Lancashire; **Paul Hickey** of Worcester Park, Surrey; **Kathy Shaw** of Ivybridge, Devon; **Helen Williamson** of Elgin, Moray and **Simon Penfold** of Blackwood, Gwent.



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win ten copies of Audiogenic's *Emlyn Hughes Arcade Quiz*!

What Hughes is the Poet Laureate?
a) Rob
b) Bert
c) Ted



Shift over to page 99 where the magic coupon awaits your arrival.

BACK TO THE FUTURE II COMPO

Oh my goodness, this is just too exciting for words – somebody has won a holiday in Orlando, Florida!! Who is it? It's you, **John Layton** of Great Yarmouth, Norfolk! Yippee! (Quick, nurse, the smelling salts!)

Runners-up prizes of the *Back To The Future II* video and Image Works game go to **Andrew King** of Wigan, Lancashire; **Graham Bayles** of Bournemouth, Dorset; **Alex Delicado** of London; **Benjamin Coles** of Bristol; **Mark Fairlamb** of Gateshead, Tyne and Wear; **Paul Keenan** of Doncaster, South Yorkshire; **Darren Roberts** of Cromer, Norfolk; **J McGrath** of Hackney, London; **Graham Cormode** of Maidstone, Kent and **Mark Prior** of Chatteris, Cambridgeshire.

SAM SURGEON

ROBIN ALWAY



The recent alarming increase in Hygenic Nasal Hair Trimmer ads, fat old blokes wearing red, and records featuring sleigh bells can mean only one thing. Chrimble is here! Hurrah! Ho ho ho! Etc. Oh, you're not feeling very festive? Well, how's about sussing out the latest 'vibes' on the Coupé instead then? (Thought that'd make you feel better.)

Good news. Double good news with knobs on and no return in fact. Remember that excellent *Total Recall* film demo I told you about a few issues ago? Well, the author and all-round good egg **Guy Middleton** has just come up with another one based on ***Robocop***. It's equally fab and features lots of digitised stills from the original movie. Not only that but it's public domain software which means a) you're free to copy it and give it to fellow Samsters without fear of a midnight call from the boys at FAST and b) it only costs a piddly £1.50 on disk from G Middleton, 35 Victoria Mount, Horsforth, Leeds LS18 4PU.

By the time you read this good old Guy will also have two more of his great SAM disks out. The first sumptuous one is another film demo, this time based on that hoary old fave that's bound to be on TV this Yuletide, ***Star Wars***. Watch it on your Coupé instead. The second one is a suitably festive affair entitled the ***Christmas Quiz***. Guy tells me that this consists of over 100 trivia questions accompanied by pictures, and anyone who buys it will also be able to enter a compo with a Chrimbo present of a crisp tenner going to the winner. The closing date is December 21st so no wibbling around if you plan to enter rather than just play for fun. You can either buy each disk for just £1.50 or Guy'll generously let you have the pair for £2.50. Please note they won't be released into the public domain until February 1st and are available on disk only. I reckon three cheers, hearty slaps on the back and drinks all round should go to Guy for writing such excellent demos and letting fellow Coupérians have access to them at such a reasonable price. It fair restores your faith in human nature, it does.



Would you trust a guy who eats baby food for his breakfast?

That faithful old regular **Barry Walton** has just let me have another one of those handy tips he's so good at finding. It's a fix for the rather naughty Coupé version of the ***Tasword 2*** word processor. I think I'll let Bazza explain all the bits...

"If you have a *TW2* disk from Tasman, then trying to run it with the updated ROM gives you a small problem when trying to access the menu screen via F9. It reboots itself, denying you the ability to print/save/load or the other options. The solution is simple...

1) Load *Tasword* from your master disk by typing LOAD "TW" or "TWRUN".
2) As soon as the Tasword Two message appears at the top of the screen, press ESC to bring you into Basic.
3) LIST 1840 and press EDIT.
4) Amend line 1840 to read:-

```
1840 DATA "&FE", "&45",
"&C0", "&C1", "&DD", "&E5",
"&DB", "251", "&F5", "&3E",
"1", "&D3", "251", "&DB",
"250", "&E6", "&BF", "&D3",
"250", "&CD", "&04", "&E2",
"&DB", "250 ", "&F6", "&40",
"&D3", "250", "&F1", "&D3",
"251", "&DD", "&E1", "&C9",
"*"
```

5) Press ENTER to finish the editing.
6) Make sure the write-protect tab on the disk is off.
7) Type SAVE "TW" line 20 (or "TWRUN").
8) Your modified *Tasword* will overwrite the old version and once again you'll be able Save, Load, Print with no trouble."

Splendid stuff. (As long as I've typed it out correctly that is.) Cheers, Barry.

A few columns back I told you the heart-rending story of how people were having probs loading the cover-mounted ***Tau Ceti*** into the SAM. **John Newman** wrote in with the following fix...
1) Load emulator.
2) Break program.
3) Load Spectrum ROM to address 65536.
4) Restart emulator.
And then he added "If it doesn't work then you've got no chance". Huge amounts of eternal gratefulness and more importantly, a badge go to him. A helping of the same also go to **A Thomson** who found that *Tau Ceti* worked perfectly using LERM's *SAMTAPE 3* utility.

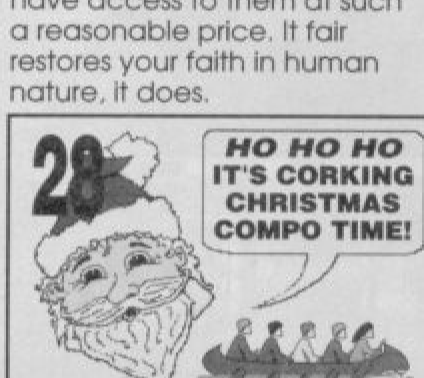
It's good to see another public domain software library pledging itself to the SAM. **CMS** have only just come into being so they're obviously on the look-out for contributions of games, demos and utilities of a Coupésque nature to stock their shelves with. The few



Tau Ceti – your loading probs solved.

things they have sound pretty interesting though. There's a soccer management game with "full colour Mode 4 graphics, sound effects and music", an *Op-Wolf*-in-space thingy, two demo disks of an unspecified nature and a Sprite editor to name but nearly all of them. For a catalogue send an sae to CMS SAM Coupé PD, 70 Donald Drive, Chadwell Heath, Romford, Essex RM6 5DU. Send them some PD if you've got any as well.

Right, that's all we've got time for. I'll see you the other side of Christmas but in the meantime send all your stuff to the usual address. Ta-ta!



Win five of Incentive's fabby graphic adventure creators.

Who is the creator of the (very graphic) *African Adventure* (and all the other *'Adventures'*)?
a) Enid Blyton
b) Richmal Crompton
c) Willard Price

Time to paddle down to page 99!

JUDGE DREDD

Virgin Mastertronic/£9.99 cass/£14.99 disk



Davey As the famous toothless budgie put it, "If at first you don't succeed, try, try again". Never has this been so true as in the case of *2000AD* licences.



Loads of people have recognised the potential for a fab game based on the characters in Britain's favourite (sorry *Viz*) second-favourite comic, but few (ie none) have managed a really successful adaptation. Strontium Dog, Rogue Trooper, Nemesis The Warlock, even Dredd himself – they've all been done (and done fairly badly, it has to be said). Let's see what they manage this time round, eh, Spec-chums?

Programmed by Random Access – the Sales Curve bods responsible for the classic *Silkworm*, the *Double Dragon* games et al – this new *Dredd* is a viewed-from-the-side romp through Mega City One. As well as his weapon (fnar) – the Lawgiver, which fires three types of ammo – the Judge also has at his disposal the Lawmaster, his trusty armoured motorbike. In some levels he walks around the place on foot, in others he rides the bike. (In fact, in one later level he actually rides a flying version of it!)



Hold it right there, porky! Dredd better hope he's remembered his blubber-piercing bullets (ho ho)!

Each section of the game takes its scenario from a different Dredd comic strip – Level One, for instance, is based on the famous Fatties Revolt story. Here Dredd has to explore a maze of platforms and ramps, finding and turning off four food dispensers before the rampaging fatties – citizens who've turned themselves into one-ton monsters by gross overeating – can get their bellies round them. It's a case of ducking, dodging

DAYS OF THUNDER

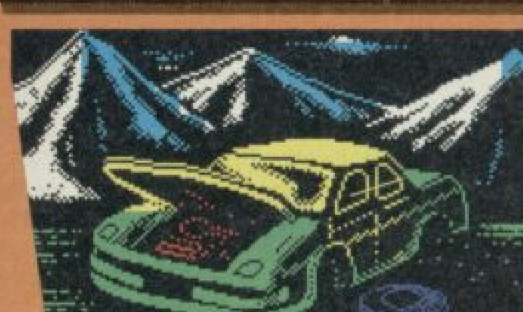
Mindscape/£9.99 cass/£14.99 disk



Linda Right then, *Days Of Thunder*, eh? Er, well, it's a film. *Top Gun* with stock cars apparently (though no one in the *YS* office has actually seen it), all about a bloke who's an ace racer, has an accident and falls in love with his nursie. (Or something.) I can't tell you very much more about it actually. In fact, so many people claim never to have seen it that I'm beginning to doubt if it ever really existed at all, so it's straight onto the computer game version I'm afraid. (Sorry and all that.)

Days Of Thunder (the game) is actually a massive shoot-'em-up with lots of mutant Robin Reliants and strange three-headed balloon monsters. Or alright, it isn't really – it's more your (you'll never guess) standard driving game. Yep, another one to add to The *YS* Definitive Guide To Driving Games (courtesy of *YS* November 1990) and (by consulting said guide) I can tell you that this isn't one of the "looking-at-it-from-on-top-ones" at all but instead falls squarely into the "looking-at-it-from-behind" category. It's also, I'm afraid to say, one of your "not-exactly-going-to-set-the-world-alight" ones (which means it's a fairly accurate representation of the movie, I guess, ho ho).

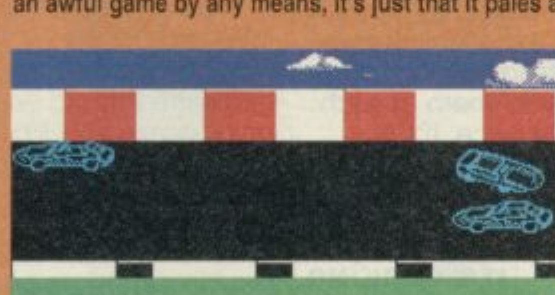
Actually, perhaps that was a bit unfair. This isn't an awful game by any means, it's just that it pales a bit in comparision with the super-fast *Lotus* (for instance) which is also reviewed this issue. There's certainly some neat stuff in here – take the animated opening sequence, with Cole Trickle (the character Tom Cruise played in the film) pulling up on his Harley outside the stadium. Very jolly. Or the opening shots of each stadium – they're rather nice too.



Oh no! I've trashed my car! (Harry Hogge won't be pleased.)

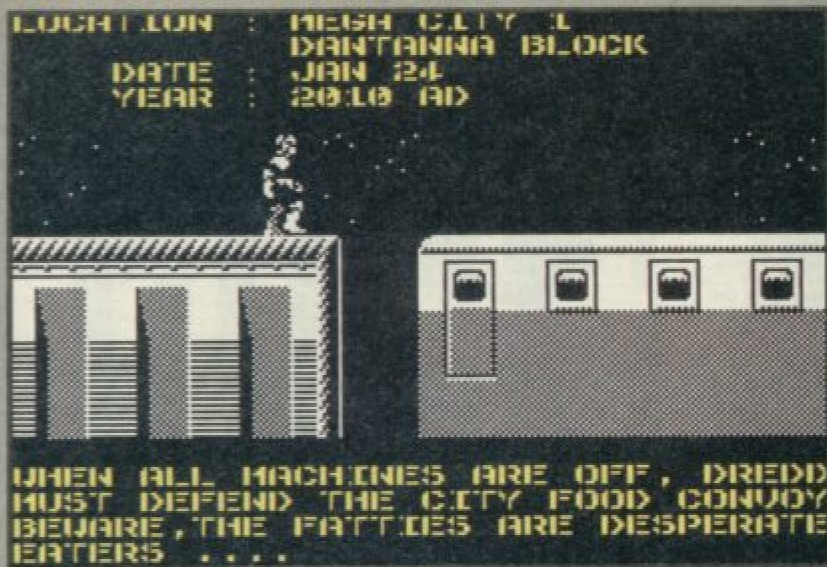
Anyway, skip past these bits and you're straight into a driving sequence. There's your little blue car on the track (already moving – these races having rolling starts presumably) and your first job is to try and qualify for the first race of the season. Though the track is a vector graphics thingie, the cars are actually little sprites wobbling about in the middle – it's an unusual combination, though we saw something similar in *Snow Strike* recently.

At first things can be a bit disconcerting when the vectors flick round sharply on corners, though get used to it and it starts to give a fairly accurate representation of a fast banked circuit. (It takes some time though.) What also takes some time is qualifying – absolutely ages in fact, though at least it gives you a chance to find the best line around the corners, get used to changing gears and so on. Pretty soon though (hurrah!) you're into a real race, which is much more exciting. This is where it gets fast (sort of), furious (sort of) and fun (sort of) – unfortunately, *Days Of Thunder* never really manages to give the impression of severe speed that marks the best driving games. That's not to say it can't be quite fun though – when you've got a big field of cars all jostling together and some pretty sharp corners to cope with it all comes much more alive.



The external view you get when you do something wrong and spin out. (Wheeeee!)

It's not all straight driving skills though. Every lap during a race there's a 'Pits ahead' message that flashes up on screen, meaning that at this point you can choose to pull over to the left.



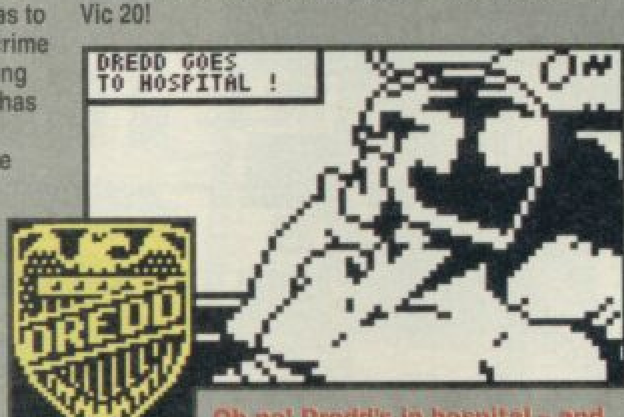
Dredd jumps from truck to truck in the second part of the fatties bit. (Note all the *2000AD*-accurate info it gives you – neat, eh?)

All these original *2000AD* ideas have been coupled with a fair few neat touches from the programmers as well. The action is often interspersed with still comic frames (almost like digitised pages from the comic books) to explain what's going on, and there's a good deal of humour dotted about the place too.

For instance, the game opens with a computer terminal type screen where Dredd has to log on. Here you can select to go on patrol (and so play the game), or perhaps check through Dredd's mail or even play a handful of sub-games (apparently what judges do in their spare time!) which look suspiciously like stuff last seen on the Vic 20!

and shooting fatties while keeping an eye on the metre that indicates the crime rate. If Dredd is arresting or shooting lots of perps the crime rate comes down, but if he gets injured, say, and has to go to hospital it zooms right up again (let the crime rate reach maximum and it's Game Over). Having successfully turned off the machines, he then has to find the exit and move onto the second part of the level – protecting a food convoy from the lard buckets!

Later levels are based on other *2000AD* stories – the second one is about a city block where an escaped enzyme has reversed evolution and turned the population into monkeys (!), the third and fourth are about Sov-City agents trying to contaminate the Mega City water supply, while the fifth introduces the Dark Judges – bizarre beings from a dimension where life itself is a crime!



Oh no! Dredd's in hospital – and the crime rate is soaring!

But (yep, here it comes) despite all the variety – and the different tasks Dredd has to complete on each level – the basic gameplay remains more or less the same throughout. What we've got here is rather a lot of scrolling around the map, arresting, shooting, and destroying/ turning things off, and it can all get a bit boring rather quickly.

The fact that the Dredd sprite is so small and the graphics so monochrome doesn't help things much either. The game's spartan look probably allows for quite some depth of play – each of the six stories is in two parts, so that's 12 levels – so if you stick with it you'll more than get your money's worth, but personally I'd rather have seen Dredd given the *Last Crusade*/*Batman The Movie* type treatment – bigger sprites, more varied gameplay and less scenarios. It's like they've tried to get too much in and as a result spread everything too thin. I dunno, maybe for Dredd it'll be third time lucky. Ho hum.

finalverdict

74°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
77°	72°	72°	69°

DIAGNOSIS

A nice attempt to capture the flavour of the character. Sad graphics but large number of scenarios.

change your tyres (a little car diagram at the bottom of the screen shows you which ones have been getting most wear), refuel or whatever. Fail to keep everything ship-shape and bristol fashion and you're much more likely to crash, at which point the viewpoint switches to an external view of your motor spinning hopelessly along the track.

What else is there? Well, there are a fair few neat little touches dotted about the place which help add to the atmosphere quite a bit. For instance, if you keep crashing you'll receive an irate telegram from your manager, one Harry Hogge, telling you that he won't stand for any more of this nonsense – he can't afford to have all his cars smashed to bits. (And he's got a point.) For another instance, if you bump into someone else a few times your car will burst into flames (though it'll keep going for a bit). It's all stuff that adds life to the game.

So, what's the conclusion? Well, I have to admit I didn't go a bundle on this game at first, though after a while it started to grow on me quite a bit. Some things could have been better done – I'd have liked to be able to tell my car apart from the field of identical blue sprites, for instance – and I'm doubtful about how many people will really get all that excited about American stock car racing in the first place (where there are just lots of boring steep banked corners and very few interesting twisty bits at all).

Still, within its limitations *Days Of Thunder* has been pretty well done – it's just that lots of other driving games have been done a lot better before. For those who've seen the film only, I'm afraid (if, indeed, there are any).

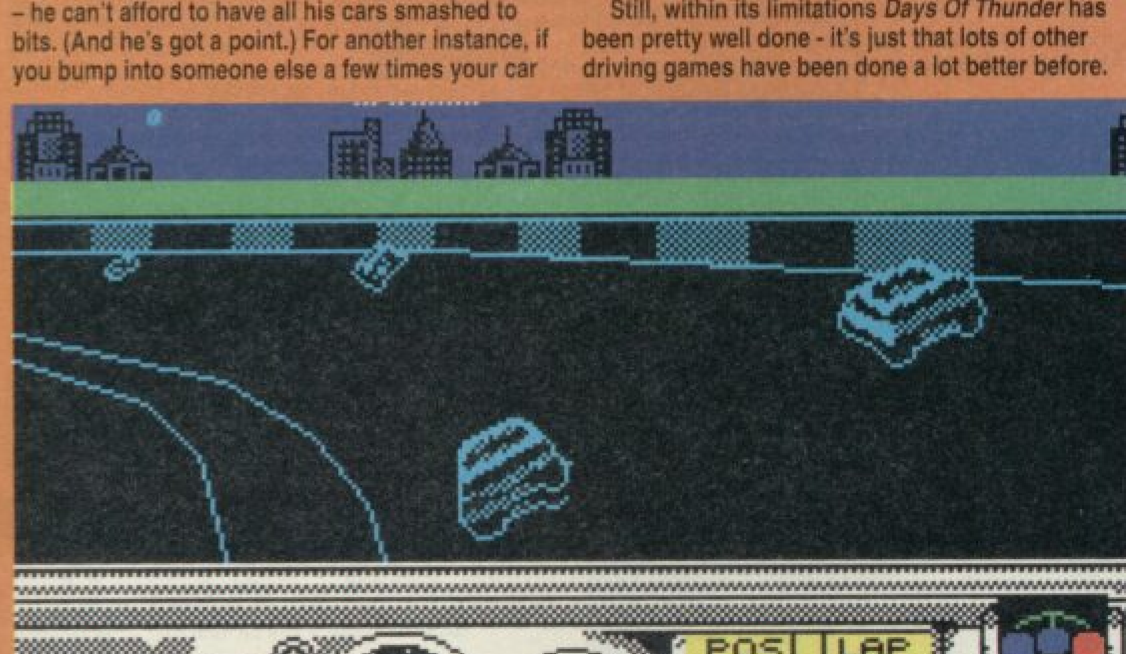
finalverdict

70°

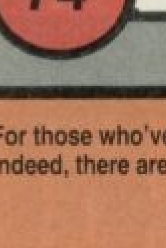
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
70°	73°	71°	68°

DIAGNOSIS

Averageish driving game about a fairly boring sort of racing. Not massively thrill-packed, it has to be said.



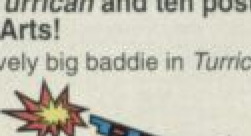
And here's the normal view you get of the race. You're the big car at top right there, and your opponents are all the little ones. (They're little because they're in front, curses!)



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c) Lord Mogul



Don the Flash Gordon outfit and zap over to page 99!

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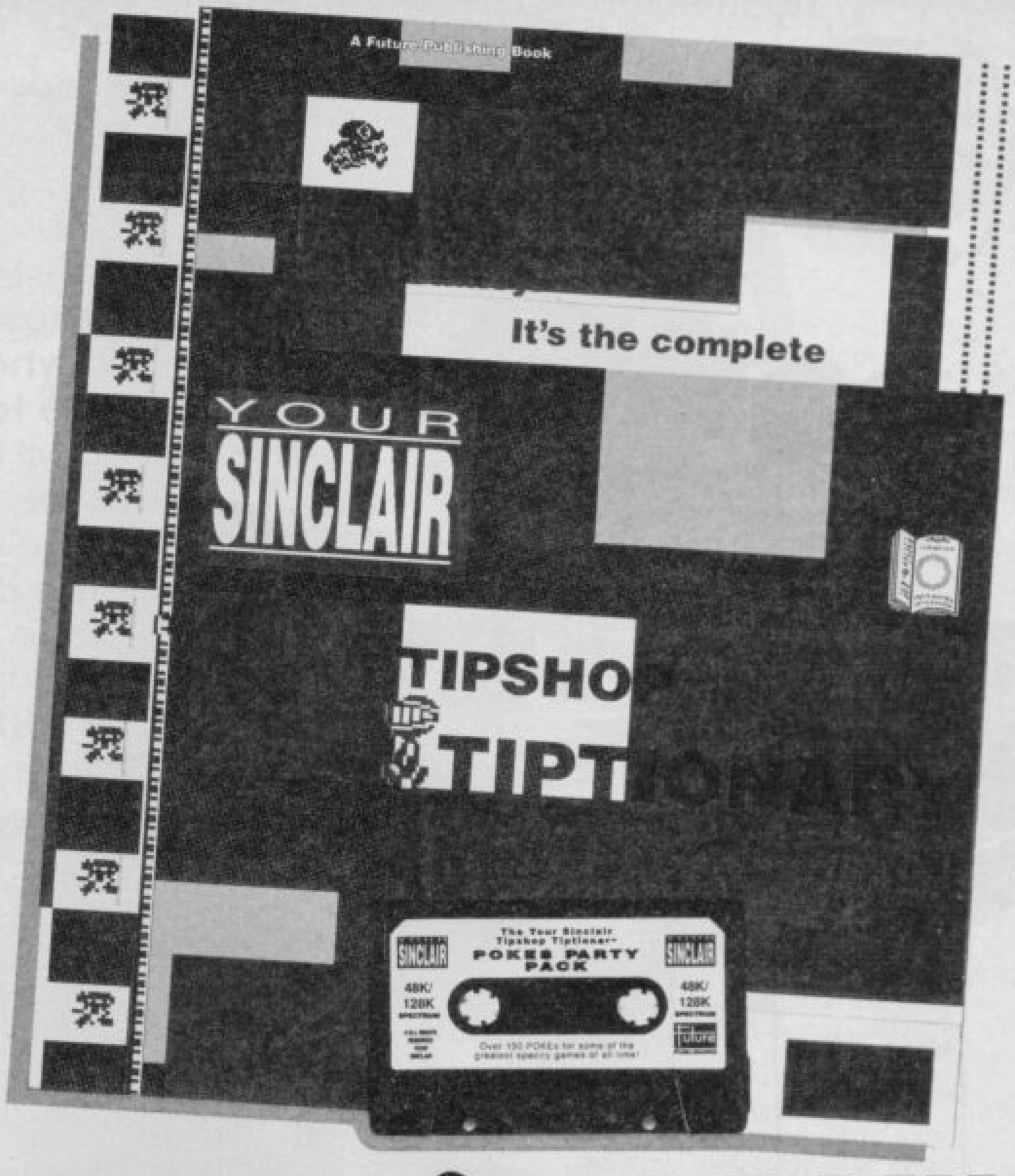
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TIDINGS OF COMFORT AND JOYSTICKS

As we've no doubt pointed out about 20 times already this issue, Christmas is almost upon us, so what better time to take a good long gander at the wonderful world of joysticks? After all, they make an ideal stocking filler! (Or so LINDA BARKER thinks anyway.)



Not really knowing a massive amount about joysticks (it has to be said) I thought I'd check with a couple of my sources before embarking on this feature. What a waste of time – the only comprehensible (and non-indecent) answer I got went along the lines of "Um, er, um, they're those smelly things you light, aren't they?" Useless. Vowing to get a better class of source, I made my excuses and left. The research was all up to me.

Ahem. So where are we? Well, what with it being Christmas (the 21st time we've mentioned it this issue) and everything, we thought you'd be wondering what to ask good old Santa for this year. Well, how about a joystick? They really do make rather lovely little presents – not too extortionately priced (usually), made of spiffy red and black plastic (almost always) and just a nice size to wrap up too! The only problem is there are so many to choose from. Decisions, decisions, I hate 'em (and I'm sure you do too), so being incredibly kind-hearted souls we thought we'd save you the trouble of traipsing round all the stores. Now there's no need to work yourself into a hair-tearing ninny because you can't decide what to get, because we've done all the deciding for you. All you have to do is settle down, get yourself comfy and read on. (Hurrah!)

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◆ COMPETITION PRO 5000 CLEAR (£15.95)
◆ COMPETITION PRO 5000 EXTRA, RED GLOW AND GREEN GLOW (£17.50)

The Competition Pro 5000 is the one that we generally use in the office. It's a good medium sort of size and simple in design – a car gear lever-like shaft with a knob on the top, and two big fire buttons on the base, all finished in ubiquitous red and black. Some may think it looks a bit old-fashioned, but I like it – there's no fuss and pretension here. It's been around a while (eight years or so) and is still popular, probably because it's so durable (the shaft's steel-plated, you see).

Seeing as it's the one that's almost always plugged into our office Speccy it's been the standard I've been judging the others by. All versions of the stick come with microswitches on the fire buttons and a two-year guarantee, no suckers though (so desktop work isn't too hot) but the more

It's the YS Christmas Joysticks round-up!



Left: Competition Pro 5000 Phantom. Centre: Competition Pro 5000 Black. Right: Competition Pro 5000 Goal.



Left: Competition Pro 5000 Clear. Centre: Competition Pro 5000 Red Glow. Right: Competition Pro 5000 Green Glow.

expensive ones get autofire and slow motion features. It's easy to get to grips with and a good shape to hold but (but! But!) one problem – the stick's too stiff for me and doesn't waggle enough. They loosen up with age apparently (and tend to be fairly unbreakable) so perhaps that's worth putting up with however.

Of course, if you're bored of black and red (and if you're not now, you will be by the end of this feature) you can get the same basic design finished in different ways. The Phantom is a ghostly white ('startling', according to the packaging), with a black handle and fire buttons (very stylish), while the World Cup series comes in ten different colour combinations for different teams. We've got the England one (a white body with red buttons and stick) but more exciting is Brazil – green and yellow. Ideal for *Kick Off II*!

What else? Well, the Clear is, as you might expect, clear (so you can see all the wires and nice little gold bits inside) while the 'Glow Style' Extras are a sort of transparent luminous acid green or pink. Nice and bright, but really worth the extra three quid!? (I think not.)

◆ QUICKJOY III SUPERCHARGER (£9.95)

A very swoopy-looking table-mounted one, but far too big for me and so plasticy it sounds like it's going to crack every time I waggle it. I nearly always prefer the plain-and-simple-shaft-with-a-bobble-on-the-end design to these big aeroplane-style, moulded-to-fit-the-shape-of-your-hand things anyway, but this is a particularly offensive example. A stylish red and black design (aren't they all) with two fire buttons at the top of the stick, I found the control sensitive to the slightest movements. Too sensitive in fact – I went all over the place in most games, even when I was trying to keep still! There's an autofire option on it too, but basically I can't really see the appeal – it's fairly expensive, and while there might be some pretty good workings in there somewhere, they're utterly scuppered by the atrocious case.

◆ QUICKJOY JUNIOR (£4.95)

The Quickjoy Junior is at the cheaper end of the joystick market, a small red and black one with two fire buttons, one on top of the shaft and one on the base. It's a hand-moulded (or should I say "ergonomically-contoured"?) stick, rather crappy in most respects though it actually seemed to work pretty well to me, despite its lightness. Cheap too, and a lot easier to get a grip on than the bigger Quickjoy III.

◆ QUICKJOY JETFIGHTER (£13.95)

Shock horror – this one isn't red and black! No, no, Nanette, it's grey and red. Well, sort of greyey brown really – not that nice at all. And – oh no! – the handle's an even muckier grey/brown. (It's a bit of a visual nightmare really.)

What else can I tell you about it? Well, the Jetfighter has a big ponderous base with suction pads, and a clicking hand-grip stick with two fire buttons perched on top. Everything you need is located at the top of the handle, which is a noisy one at that. This one looks just like part of an aeroplane, no doubt about it, but it's a lot more flash than function. Like many of these sticks, it has suckers which don't actually seem to stick to our lovely Melamine teak-look table too well (they obviously know a fake when they suck it). Too big and flash – not my favourite stick.

◆ CHEETAH EXTERMINATOR (£5.99)

Oooh, that's cheap. I wonder why? (Peers inside the box.) Oh, I see. This one looks and feels exactly like the Sinclair SJS2 – ie not very nice. Same black lightweight casing and little ring of white plastic visible at the base of the stick. There's one red fire button on the stick and one round button on the base and, um, that's about it. Good suckers if you want a stick that'll stay firmly on the table, but a tiny bit stiff to play, though it feels fairly solid and is probably a bit of a bargain really. In fact, I think it's probably one of the most bargainous around. (Just a bit horrid, that's all.)



Clockwise from top left: Quickjoy Junior, Quickjoy Jetfighter, Cheetah Exterminator and the Quickjoy Supercharger.



HO HO HO
IT'S CORKING CHRISTMAS COMPO TIME!

Win ten T-shirts from those lovely people at Elite!

Where is the most tea grown?
a) Africa
b) India
c) Sainsbury's greenhouses



Get off your horse, drink up your tea and fill in the coupon on page 99.

◆ SINCLAIR SIS2 (ie the one that's free with the Speccy)
Exactly the same as the Cheetah Exterminator – very plasticy and cheap feeling. It's too light and doesn't look a winner in the durability stakes. The main problem though is that's it's just too horrible to use, but most of you probably know that anyway. Crap.

◆ KONIX NAVIGATOR AUTOFIRE (£14.99)
A joystick with a difference, and rather nice as it happens. It's a bit hard to describe, but try and imagine a *Star Trek* phaser (or better still, take a look at the picture). It's like a little fat yacht – you hold the keel in one hand (and operate the trigger-like fire button) then manipulate the mast-like shaft with the other. This is exactly the right size for me, and quite pretty too – black with nice bright blue bits. There's no way you can rest it on the desk (it's purely a hand-held stick) and it can get a bit sweaty and uncomfortable after prolonged playing, but definitely the best of the hand-held sticks. Thumbs up for the Navigator.

◆ KONIX SPEEDKING AUTOFIRE (£10.99)
Just in case you didn't know (and wanted to), the Speedking was "the world's first high performance joystick" (whatever that means). It's another small hand-held thing, but of an earlier (and cheaper) design than the Navigator. Small and actually really comfortable to hold (though it didn't look as if it would be) it's meant to nestle in the palm of your left hand with your index finger resting on the fire button and the other hand manipulating the little joystick. I can see this one would be a very personal taste – some people around here hate it – so I can't really recommend it so much as say it'd be worth checking out yourself. Useless for left handers of course though because of the odd asymmetrical shape, and quite sweaty and liable to make your hand ache. By the way, it comes with a year's guarantee and a promise to cope with enthusiasm, which sounds promising.

◆ KONIX MEGABLASTER (£6.99)
I thought this was going to be a massive super-mega-fab board affair from the name, which just goes to show how mistaken a girl can be. Apparently the Megablaster is big on blasting and not so big on cash. For a whole £6.99 you get quite a diddy little joystick in, erm, 'classic' red and black. It's got a small black body and a red stick (not one of those hand-grip things, but a nice straight stick with a knob top) and two red fire buttons on the base. You can try and table-mount it, though it falls all over the place (no suckers), but out of the cheap sticks this is my fave. It's really quite sweet. It has a guarantee too (but only for 90 days) and is really a bit of a barg – always a good thing by me.


Left: Cheetah Star Probe. Centre: Cheetah 125+. Right: Cheetah Mach 1.


Left: Konix Speedking. Centre: Konix Megablaster. Right: Konix Navigator.

◆ CHEETAH MACH 1 (£10.99)
This one has four microswitch fire buttons – two triangular ones on the corner of the base and two on the handle. Black and red and plasticy, and not too aesthetically pleasing, it actually works quite well. You can really get to grips with the solid ('indestructable' it says here) metal shaft and it moves around well too. I found it a bit slow on the uptake, but other than that a good stick, and reasonably priced too.

◆ CHEETAH STARPROBE (£14.99)
Eight microswitches, four fire buttons, autofire and so on it may have, but it's still made of horrible red and black plastic with some of the workings visible at the base of the shaft. I found the handle a shade too big for my delicate little mitts (!) and it all feels too lightly constructed and more bothered about looking like part of an aeroplane than being easy to use.
Still, it's got a duel-headed lead on it for use with the Speccy (like all the bigger Cheetah sticks) and a nice light feel. The various fire buttons (though there are loads of them) could be better placed however, but it's too big to hand-hold and looks like it's about to split in half at any second. Not one of my favourite sticks.

CHEETAH 125+ (£8.99)
Britain's favourite for five years apparently. Another nice twin-lead-equipped one (black for 48/128K with suitable interface, grey for +2/+3) with autofire but no metal shaft. Still, it's got a 12-month warranty, is aeroplane-styled but at least of a reasonable size, comes with loads of fire buttons, a comfortable hand grip and is really quite responsive. Some questions about durability perhaps, and the suckers are too close together for it to be all that firm on the desk, but it's very (very) good value indeed. As good as any of the other aeroplane-style sticks (and bags cheaper to boot) it has to be a best buy.

◆ TAC 50 (£14.99)
This one's a funny sort of cream and grey colour with four fire buttons – two red ones atop the grey hand-moulded type of stick and two grey ones on the cream base. Oh, and it's got suckers, though they don't stick around for long (well, not on my table anyway). This has a lifetime warranty and it says here that, with this stick, you can "actually feel it when your computer responds". What on earth is this meant to mean? Already this stick has succeeded in confusing me, and I haven't even plugged it in yet! Oh dear...

And it's all a lie. One of the fire buttons on the stick didn't work and I didn't fare any better than usual in most games. As for all this 'feeling your computer respond' business – what a load of old cobblers.

◆ COMMAND CONTROL (£24.99)
A bit on the expensive side (and then some) this isn't so much a joystick as three joysticks in one (well, sort of).



Win ten mugs from Elite!
What mug is a very important person indeed?
a) A muggin
b) A mug-wump
c) A mugsir
Mug up your answer and go put it down in its own little space on page 99.

It's the YS Christmas Joysticks round-up!



Powerplay Crystal Standard

Yes, it comes with three different shafts, which you can swop around as you see fit. You can have a straight steel stick with a red knob on the end, or either put a straight cover thing over the steel bit or a red hand moulded bit – the choice is yours.

The actual base is a big red and black box thing with a sticking-up round bit that you stick the actual shaft into. There're no suckers so it doesn't stay on the table if you get over excited, and the whole thing was a bit too stiff for me. Response seemed quite slow too. While the Tac50 (made by the same company) has a lifetime warranty, this only has one for 90 days – yet it's much more expensive. (How they work these things out is beyond me.)

◆ POWERPLAY CRUISER BLUE, BLACK AND MULTICOLOURED (£9.99)

I like this one lots and lots – in fact, it might even be my fave. It's such a nice shape – no bulky square base, this one's rounded, flatter and streamlined. I've got the blue one with red stick and white fire buttons (mmm!) but they also come in black, multicoloured and clear (with autofire) for a little bit more dosh. Nice to hold and easy to use, it's even got my fave sort of handle – a plain stick with little round knob on the end. What's more the whole thing feels quite sturdy, despite the fact that it's relatively small compared to lots of them. The suckers are good too and well spread apart for good desk stickability.

One extra selling point is the unusual shaft, which is adjustable so you can get the amount of stiffness you want – extra sensitivity, normal use, or firm control (for waggling). And as if this wasn't enough it also makes those nice clicky noises that I'm so fond of – an absolute winner!

STOP PRESS: Linda acquires black Powerplay Cruiser and falls in love! I bet you didn't think anyone could fall for a joystick, but this is the cool dude of the joystick world (if Julian Cope was a joystick he'd be a black Cruiser). As an extra plus, this is already Spectrum adaptable, so there's no need for an interface.

◆ POWERPLAY CRYSTAL STANDARD (£12.99)

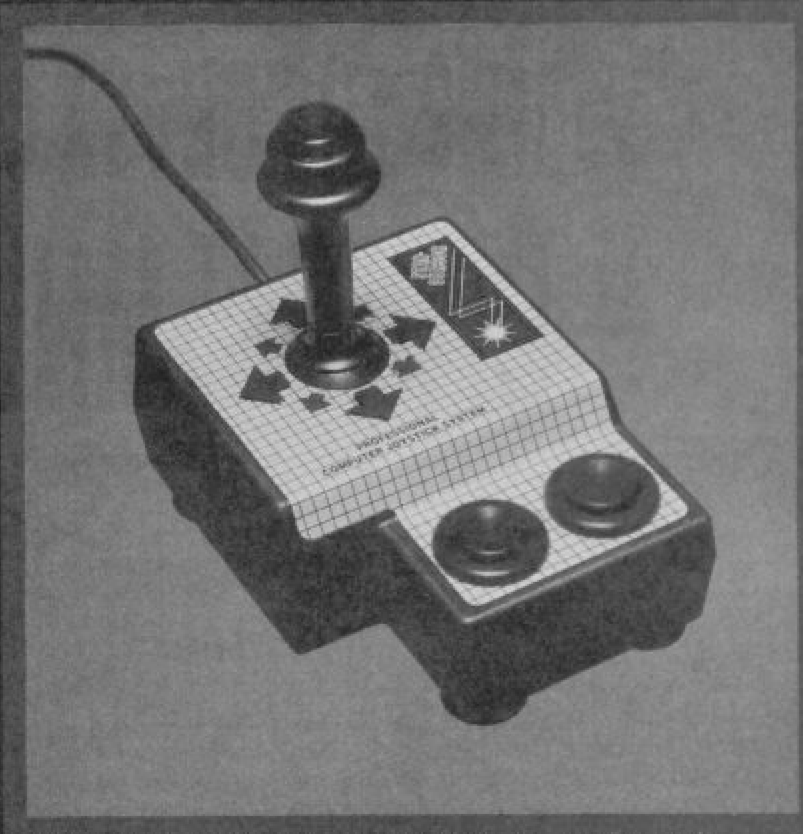
Another clear one with a red stick and buttons and a bit heftier in size than the Comp Pro Clear, though it didn't feel as sturdy. The handle seems big enough to me but that's because I've got little hands – Matt thinks it's too small. We both agree it's a bit loose though – I shouldn't think this is one you can be too rough with, so it's definitely not the stick for me. (I worry about breaking things.) Still, once I got over my paranoia attack it was okay, and I found the fire buttons easy to manipulate and nice and smooth. They make nice clicky noises too – very reassuring. Oh, and this one's got suckers as well. Comes in plain colours too for a few quid less.

◆ STAR CURSOR PROFESSIONAL COMPUTER JOYSTICK CENTRE (£29.95!)

This is very big and not very pretty. It's a bit hard to describe really – initial reactions around here ranged from the surprised "blimey" through to the disgusted "what an ugly brute". It is ugly, but you shouldn't judge a book by its cover and all that. (Well, I think you probably should, sort of, but I feel a bit mean saying it, so let's just say you shouldn't.) Ahem.

By now you're probably dying to know what it looks like so I'll tell ya – it's big, and I know I've said that before but this one really is, at least three inches tall and seven wide – massive. It's a sort of black 'n' white chequered affair with one yellow fire button and one red, the stick black with another red fire button perched on top. Sprouting out from the base of the stick are four big red arrows and four little yellow arrows – just to help you choose the right direction (aren't they thoughtful?).

The suckers on this are incredibly strong and stick to anything (even our table) but for such a big boy the shaft is a bit small and not incredibly comfortable, a bit on the thin side too. In fact it's tiny and much too stiff – two factors which combined go to make it a bit crap really. The sheer bulk of it, combined with the weedy handle, made it a bit of a poor



Star Cursor – Professional Computer Joystick Centre.



Clockwise from top left: Tac 50, Command Control, Blue Powerplay Cruiser and the Black Powerplay Cruiser.

LINDA'S PICK OF THE STICKS

So there you have it. After much debate and deliberation in the office (and a fair amount of arguing) we've managed to narrow it down to the top three. (Or at least, I have.) Here we go...

1) POWERPLAY CRUISER (in black)
A nice shape, well-built, a good price and oh-so-sexy in black. A bit of a winner all-round really.
2) KONIX NAVIGATOR
Quite well-built, small and futuristic-looking, and ideal for when you haven't a table to lean on (or don't want to anyway). Quite expensive for what it is though.
3) = COMPO PRO 5000
Super-sturdy and quite accurate – worth the high(ish) price.
3) = CHEETAH 125+
Accurate and comfortable, if a bit cheap looking in the plastic casing stakes. Very good value though.

Now all you need to do is a) ring the one you want, b) leave this issue innocently lying around the house (open at these pages of course) and c) hope that someone with a bit of money takes the hint! Merry Christmas, everybody!

I was hoping to do a huge Speedlock Special this month, covering every one released. Unfortunately, due to the fact that there are six billion of them (approximately), I'm splitting it up over two or three issues. So this month it's Speedlocks 1 and 2 - more next time.

HOW TO HACK

Speedlock 1

This is the one with the 'clicking' leader tone. The earlier ones had normal loading colours, later ones used red, blue and black. It makes no odds though – they're all virtually identical. I'll be doing *Army Moves* because it was on an old Covertape.

The Small Basic Bit

Firstly, *Load and *List as usual.

```
army 1      LINE 0 LEN 205
0 PAPER 0: INK 0: BORDER 0: CLS :
PRINT USR 23829.1: LOAD ""
```

All this does is a CLEAR 65535 in machine code. Indeed, the earlier ones were just CLEAR 65535: LOAD "".

The Big Basic Bit

*Load and *List the second bit of basic.

```
army        LINE 0 LEN 1770
0 REM
0 BORDER 0: PAPER 0: INK 0:
BRIGHT 1: CLS : POKE 23624,0
0 POKE (PEEK 23641.1+256*PEEK
23642.3),PEEK 23649.2: POKE
(PEEK 23641.1+256*PEEK
23642.3)+1,PEEK 23650.2
0 POKE (PEEK 23613.1+256*PEEK
23614.2),PEEK 23627.3: POKE
(PEEK 23613.1+256*PEEK
23614.2)+1,PEEK 23628.3
0 POKE 23662.1,PEEK 23618.1:
POKE 23663.2,PEEK 23619.1: POKE
23664.1,PEEK 23621.1
40079FINT EXP CAT FN
INKEY$ZHG-2.2786987E+35T INPUT
@DINT EXP DATA ......
```

Obviously, line 40079 is a load of crap which can't possibly be used as basic. Except it is. Take a look at the fourth line 0 (the one with PEEK 23613 in it) and refer to the list of System Variables at the back of the Spectrum manual. You'll see that 23613 is called ERRSP, which stands for ERRor Stack Pointer. I discussed stacks in issue 59, so have a look and come back.

Whenever an error occurs (such as the Nonsense in Basic error at line 40079), the ROM sets the Stack Pointer (SP) to PEEK 23613+256*PEEK 23614 and RETs. In fact, you could write an 'on error goto' routine in your own basic programs by directing it to a bit of code of your own. That fourth line 0 sets the address it RETs to, to PEEK 23627+256*PEEK 23628. PRINT this value, and that's the start of the machine code. Before you start hacking it though, put a breakpoint right at the start, return to basic and GO TO 0. Why? Because the machine code assumes certain values in certain registers, which are set by the execution of all those POKEs.

PO and PE

A JP PO,address will JP if one of the following is true...
1) After a LD A,I; LD I,A; LD A,R; LD R,A if interrupts are disabled
2) After a CPI; CPD; LDI LDD; CPIR; CPDR; LDIR; LDDR if BC=0
3) After an AND; OR; XOR if there are an even number of set bits (ie 1's)
4) After an ADD; SUB; INC; DEC if result is above 127 or below -128

Similarly, a JP PE,address will JP if one of the above is not true. You will need to know these when hacking Speedlock.

What a load of crap!

The start of the code for *Army Moves* is 6212 hex. It looks like a load of garbage, but that's the idea – you're supposed to think you're at the wrong address. The first bit of meaningful code occurs at 62A9, but watch out for the following along the way...

RET PO If your disassembler disables interrupts, POKE this with 0 or it'll crash.

LD R,A You need to keep track of the value in R from now on (take a look at last month's column if you are unsure).

LDIR This one blanks out all memory (HL=63B8, DE=63E0, BC=9B63). To overcome it, simply make BC=63 (ie the first two digits, the value in B, become 0) then add 6300 to HL and DE afterwards because the values are needed. R will remain intact, so don't worry about that.

IM 2 If your disassembler enables interrupts, POKE this with 0 or it'll crash. Note you need to POKE both the ED and the 5E. Make sure though, that your disassembler keeps track of R (DevPac doesn't, so you'll have to calculate the value yourself if you're using it).

RET PE Again, POKE with 0 if your disassembler enables interrupts (rule one above).

Changes, changes

Now we see the first decrypter (in fact, the only bit of code that actually looks like code)...

```
62A9 CALL PO,3008
62AC LD A,R
62AE XOR (HL)
62AF LD (HL),A
62B0 LDI
62B2 RET PO
62B3 DEC SP
62B4 DEC SP
62B5 RET PE
```

62AC-62AF is a standard R-register decrypter. LDI is similar to LDIR, but doesn't repeat for each byte. In other words, the byte at address HL is POKEd into address DE, HL and DE are incremented and BC decremented. If BC=0, it has finished decrypting and the RET PO will ret, to FCA3 (from the PUSH HL at 62A7). Otherwise, the stack pointer is decremented twice (so it points to the return address for the routine at 3008, ie 62AC) and the RET PE is executed.

Note that at 62A9, you should have the following values (the rest are unimportant): HL=5EFD, DE=FCA3, BC=0315, R=C5.

Control comes out of the decrypter to FCA3, where the decrypted code is placed (by repeating the LDI instruction. Doing LDI 2000 times is the same as doing a LDIR with BC=2000). The code at FCA3 is another load of garbage, followed by exactly the same decrypter as the one at 62A9, but now with the following values – HL=FCD1, DE=FCD1, BC=02E7, R=B8. The RETurn address for the RET PO is set at FCAC, with LD IY,FCD1 followed by EX (SP),IY. Once you've decrypted that, the final decrypter can be seen.

```
FCD1 LD BC,(FFB7)
FCD5 LD B,89
FCD7 LD DE,FCA3
FCDA PUSH BC
FCDB LD A,(DE)
FCDC PUSH DE
FCDD LD DE,038C
FCE0 SUB C
FCE1 LD HL,FD2C
FCE4 XOR (HL)
FCE5 LD (HL),A
FCE6 INC HL
FCE7 DEC E
FCE8 JP NZ,FCE4
FCEB DEC D
FCEC JP NZ,FCE4
FCEF POP DE
FCF0 INC DE
FCF1 POP BC
FCF2 LD C,A
FCF3 DEC B
FCF4 JP NZ,FCDA
FCF7 LD HL,0000
FCFA LD DE,FF37
CFD LD B,81
FCFF PUSH BC
FD00 LD A,(DE)
FD01 INC DE
FD02 LD B,00
FD04 LD C,A
FD05 ADD HL,BC
FD06 POP BC
FD07 DEC B
FD08 JP NZ,FCFF
FD0B LD DE,319C
FD0E AND A
FD0F SBC HL,DE
FD11 EX AF,AF'
FD12 LD HL,FCD1
FD15 LD B,3D
FD17 LD (HL),C9
FD19 INC HL
FD1A DJNZ FD17
FB1C EX AF,AF'
FB1D JP Z,FF37
FB20 LD IY,0000
FB24 LD (IY+75),00
FB28 INC IYFB
2A JR FD24
```

Firstly, consider the loop FCE1-FCEC; it is a very easy decrypter (R is no longer needed), decrypting 038C bytes from FD2C. But! Now consider the larger loop, FCD7-FCF6. The initial value of A for the decrypter at FCE4 is taken from the byte at address DE, starting at FCA3, for 89 bytes. Surprise surprise, the exact length of the decrypter. There are two ways around this. Firstly, we could copy the decrypter somewhere, patch all those JP NZ's to JP to the equivalent address of the copied decrypter, or alternatively copy the decrypter somewhere, patch in the new address as the start value of DE (at FCD8 and FCD9) then run the decrypter at FCD1. The second approach is quicker to get going (and will make the final hack smaller) so I'll go for that. The breakpoint you want to put in is at FB1E – the JP Z address is the start of the turboloader.

If you are hacking a Speedlock with normal loading colours, patch the JP to the game as normal and start it loading (ie JP FF37). If you're doing the one with the red, blue and black border, the patch is totally different, so listen up.

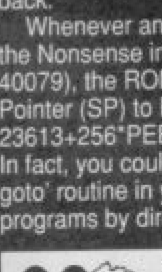
Setting the table

The main game file loads as a series of headerless blocks, with tiny leader tones (similar to Powerload in issue 59). The values of IX and DE are stored in a table, and taken out one by one and loaded. To find the table, search the code for FD 21 (ie LD IY,address). The third one LD's IY with the address of the table. To find out where it loads to...

```
10 FOR f=address TO 1e9 STEP 5
20 PRINT PEEK f+256*PEEK
(f+1);",";PEEK (f+2)+256*PEEK (f+3)
30 IF PEEK (f+4) THEN NEXT f
```

Incidentally, PEEK (f+4) holds the 128K page number.

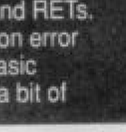
Find a safe place to put your POKEs (probably about 5D00ish) and put them there. Now search the code for ED 53 which is code for LD (address),DE. The instruction directly above it is a LD DE,address. Change the address to the address of your pokes, and you can now load the game. The JP to the game must be to the address you overwrote (ie the value of DE). If you are using HL to put your pokes in, you MUST firstly PUSH HL then POP HL before the JP, because the value in HL is checked to see whether the game has loaded properly or not.



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 10 copies of Interceptor's Euro Soccer Challenge!

What team did Gary Lineker help win the European Cup in 1989?
a) Sampdoria
b) AC Milan
c) Barcelona



The goalposts are on page 99, so dribble on over and shoot!

The *Army Moves* hack

I've made this hack as general as possible. All you should need to change is the value of VARS. Make sure you CLEAR 6e4 before you run it (RANDOMIZE USR 3e4), or the stack will get overwritten by the loading system.

```
ORG 30000
VARS EQU #6212 ;THIS IS THE ADDRESS OF THE
START OF THE CODE IN THE BASIC
LOAD LD IX,#5CCB
LD DE,1770
LD A,255
SCF
CALL #556
JR NC,LOAD ;LOOP BACK IF BASIC HASN'T LOADED
PROPERLY
DI ;TO PRESERVE R
LD HL,#5EFD ;THE INITIAL VALUES FOR THE FIRST
DECRYPTER ARE PUT IN MANUALLY
PUSH HL ;KEEP THIS VALUE TEMPORARILY
LD DE,#FCA3
LD BC,VARS-#5EFD
LD A,#C4 ;R WILL BE INCREMENTED ONCE BY THE
CALL TO THE DECRYPTER
LD R,A
CALL VARS+151 ;DO THE FIRST DECRYPTER AND
RET PO BACK
LD HL,#FCD1 ;PUT IN THE INITIAL VALUES FOR THE
SECOND DECRYPTER
LD DE,#5F2B ;THIS WAS #FCD1 BUT DOING THIS
WILL MAKE ANOTHER COPY OF THE CODE
LD BC,#2E7
LD A,R
ADD A,21 ;COMPENSATE FOR THE EXTRA CODE
WE'VE EXECUTED AND FOR NOT EXECUTING FCA3-
FCC3
SET 7,A ;R ALWAYS PRESERVES BIT 7, AND SO
MUST WE. THIS COULD BE AN "OR 128"
INSTRUCTION
LD R,A ;PUT THE NEW VALUE BACK INTO R
CALL #FCC4 ;DO THE SECOND DECRYPTER AND
RET PO BACK
POP HL ;TAKE THAT 5EFD WE PUSHED ONTO THE
STACK EARLIER
LD (#FCD8),HL ;THE CODE AT 5EFD IS NOW AN
EXACT COPY OF THE CODE AT FCA3
LD HL,#FD1D ;THE ADDRESS OF THE JP Z,FF37
DEC (HL) ;THE JP Z NOW READS RET (CA IS CODE
FOR JP Z AND C9 IS CODE FOR RET)
CALL #FCD1 ;DO THE FINAL DECRYPTER
LD HL,POKES ;COPY THE POKES TO A SAFE PLACE
LD DE,#FCD1 ;SUCH AS FCD1
LD BC,END-POKES ;BC=LENGTH OF THE POKES
CODE
LD (#FE9F),DE ;FE9F IS THE ADDRESS OF THE
NUMBER IN THE LD DE,GAMEJP COMMAND
LDIR ;MOVE THE POKES
JP #FF37 ;AND NOW LOAD THE GAME
POKES EQU $ ;PUT YOUR INFY LIVES POKES HERE
BUT REMEMBER TO PRESERVE HL
JP #FF7A ;THIS IS THE ORIGINAL ADDRESS FOR
THE LD DE,NUMBER
END EQU $
```

Speedlock 2

This is the one with the flashing border and loads of annoying bleeps. I'm doing Athena as an example, because it was the first one I found.

The Basic Bit

*Load and *List as normal.

ATHEN 48 LINE 0 LEN 65
0 BORDER 0: PAPER 0: INK 0:
CLEAR 32000: LOAD ""CODE :
PRINT USR 58616

So CLEAR 32e3: LOAD ""CODE and load in that huge chunk of code that follows, and start disassembling it. 58616 is E4F8 hex.

Six of One....

There are six decrypters in Speedlock 2, but they are all very easy to crack.

```
E4F8 LD B,21
E4FA LD HL,E508
E4FD LD A,(HL)
E4FE XOR B
E4FF LD B,A
E500 LD (HL),A
E501 INC HL
E502 LD A,H
E503 OR L
E504 JR Z,E508
E506 JR E4FD
```

To crack this simply put it somewhere convenient and stick a breakpoint on the end. Note that it terminates (as do the other five) when HL=0 (ie there is no counter to check how many bytes are left). HL=0 when you INC HL if HL=FFFF, so this decrypter (and the others) decrypt from the initial value of HL (E508 in this case) through to FFFF, so don't put it there!

```
E508 JR E50F
E50A LD DE,E520
E50D JR E512
E50F DI
E510 JR E517
E512 LD A,(DE)
E513 RLCA
E514 LD (DE),A
E515 JR E519
E517 JR E50A
E519 INC DE
E51A LD A,E
E51B OR D
E51C JR Z,E520
E51E JR E512
```

As you can see, this one is full of JR's going all over the place. If you look at where it's going and make a note of what it does along the way, you can see what happens a bit easier.

```
E50F DI
E50A LD DE,E520
E512 LD A,(DE)
E513 RLCA
E514 LD (DE),A
E519 INC DE
E51A LD A,E
E51B OR D
E51C JR Z,E520
E51E JR E512
```

Again, this is an easy decrypter (they all are). Simply move E508-E51F to somewhere convenient, slap a breakpoint on the end and run it from there.

```
E520 LD E,85
E522 DI
E523 XOR A
E524 OUT (9F),A
E526 IN A,(9F)
E528 LD A,(300E)
E52B CP C9
E52D JR Z,E530
E52F RST 0
E530 LD A,43
E532 OUT (7F),A
E534 LD HL,0000
E537 LD (0000),HL
E53A LD HL,(0000)
E53D LD A,L
E53E OR H
E53F JR NZ,E546
E541 LD A,40
E543 OUT (7F),A
E545 RST 0
E546 LD BC,E552
E549 LD A,(BC)
E54A XOR E
E54B LD E,A
E54C LD (BC),A
E54D INC BC
E54E LD A,B
E54F OR C
E550 JR NZ,E549
```

The actual decrypter in this chunk of code is at E546-E551, but it uses the value in E, set right at the start. For those interested, the code at E522-E52F checks for a Multiface, and from E530-E545 for a SoftRom (this is pointless as they can both be made "invisible"). To crack it, do what you've been doing so far – move E520-E551 somewhere, slap a breakpoint on the end and run it from there. Make sure, before you run it, that if a Multiface or SoftRom are connected, that you have disabled them, or the checking routines will cause a crash.

```
E552 LD DE,E560
E555 LD A,(DE)
E556 XOR D
E557 SUB E
E558 XOR E
E559 ADD A,D
E55A LD (DE),A
E55B INC DE
E55C LD A,D
E55D OR E
E55E JR NZ,E555
```

This is very straightforward, and you crack it as you've been cracking the others.

```
E560 JR E567
E562 LD HL,E579
E565 JR E56A
E567 DI
E568 JR E570
E56A LD A,(HL)
E56B XOR F3
E56D LD (HL),A
E56E JR E572
E570 JR E562
E572 INC HL
E573 LD A,H
E574 OR L
E575 JR Z,E579
E577 JR E56A
```

This one is similar to the one at E508, with JR's all over the place. The order in which the instructions are executed is...

```
E567 DI
E562 LD HL,E579
E56A LD A,(HL)
E56B XOR F3
E56D LD (HL),A
E572 INC HL
E573 LD A,H
E574 OR L
E575 JR Z,E579
E577 JR E56A
```

Move E560-E578 to somewhere convenient and slap a breakpoint on the end.

```
E579 LD HL,5BFF
E57C LD (HL),0
E57E DEC HL
E57F LD A,H
E580 CP 3F
E582 JR NZ,E57C
E584 LD HL,E58F
E587 LD A,(HL)
E588 RRCA
E589 LD (HL),A
E58A INC HL
E58B LD A,H
E58C OR L
E58D JR NZ,E587
```

Cracking this final one (in the usual way) will reveal the Speedlock loader. Now all we need to do is find it.

Where'd the loader go?

From your experience with the first Speedlock, you know that LD IY,address points to the address of the table. With Speedlock 2, it's the second LD IY, not the third, that gives the address of the table, so search for FD 21 (LD IY,nn). The first one, at EE67, is LD IY,0000. Again from Speedlock 1, you know that this is the first byte of the loader, so make a note of the address. Now search for FD 21 again, and you see a LD IY,8B5E, so you know that this is where the table should be. Now look for ED 53, which is code for LD (nn),DE and is the standard Speedlock patch. For Athena, this is at F0AD, with the LD DE,nn at F0AA. Change the LD DE,nn above it to point to a convenient address where you have put your pokes. Now search for F3 31, which is code for DI: LD SP,nn. These are the first two instructions executed by Speedlock, and JPing here will start it loading (don't do it yet). Following the code from F15B (where the DI is), you will see the table of addresses to load, at F1C5 (you identify it by the 00 80 00 03 10, which loads the attribute file for the screen).

Moving around

So far you know where the table is (F1C5) and where it should be (8B5E). You also know that EE67 is the first byte. Now you are in a position to put Speedlock into its correct address and start it loading.

If F1C5 goes to 8B5E, EE67 goes to 8B5E-(F1C5-EE67), which is 8800. The address it executes from was originally at F15B, which is now at F15B-EE67+8800, ie 8AF4. To be on the safe side, make the length of the code FFFF-EE67, to make sure you've got it all. Now that you know the address of the patch, where the loader's going to and the address to get it going, you can move it with

```
LD HL,#EE67
LD DE,#8800
LD BC,#FFFF-#EE67
LDIR
JP #8AF4
```

This is the code in my hack, once the six decrypters have been cracked.

The Athena Hack

The way the decryption loop in this works is to have the lengths of the six decrypters stored as a little line of data at the end. The length is taken out, and a pointer used to point to the length of the next decrypter. It is similar to having a line of basic DATA, then doing a FOR-NEXT loop, and READing a length in the loop. Before using this program, make sure you CLEAR 32e3: LOAD ""CODE (from the basic loader).

```
ORG 30000
LD IX,DATA ;IX POINTS TO THE LINE OF DATA
LD HL,#E4F8 ;E4F8 IS THE ADDRESS OF THE FIRST
DECRYPTER
LD B,6 ;SIX DECRYPTERS
DCRLP PUSH BC ;STORE B TEMPORARILY
LD C,(IX) ;GET THE LENGTH OF THE DECRYPTER FROM THE
DATA LINE
LD B,0 ;CAN NEVER BE OVER 255 BYTES LONG
INC IX ;POINT TO THE LENGTH OF THE NEXT DECRYPTER
LD DE,25000 ;A SAFE PLACE
LDIR ;MOVE THE DECRYPTER
PUSH HL ;HL NOW POINTS TO THE ADDRESS OF THE NEXT
ONE. STORE IT TEMPORARILY
LD A,#C9 ;C9 IS CODE FOR RET
LD (DE),A ;STICK A RET ON THE END OF THE DECRYPTER
(IN PLACE OF THE BREAKPOINT)
CALL 25000 ;DO THE DECRYPTER
POP HL ;TAKE THE ADDRESS OF THE NEXT DECRYPTER
OFF THE STACK
POP BC ;BC HOLDS THE AMOUNT LEFT
DJNZ DCRLP ;LOOP BACK IF MORE DECRYPTERS TO DO
LD HL,POKES
LD DE,#5BA0 ;A SAFE PLACE
LD BC,DATA-POKES ;BC=LENGTH OF POKES
LD (#F0AB),DE ;THE STANDARD SPEEDLOCK PATCH, F0AB
IS THE ADDRESS OF THE NUMBER IN LD DE,NN
LDIR ;MOVE THE POKES
LD HL,#EE67 ;EE67 HOLDS THE LD IY,0
LD DE,#8800 ;THIS IS WHERE IT SHOULD BE
LD BC,#FFFF-#EE67 ;MAKE SURE YOU'VE GOT ALL THE
CODE
LDIR
JP #8AF4 ;LOAD THE GAME
POKES EQU $ ;MAKE SURE YOU PRESERVE HL IN YOUR
POKES IF YOU'RE USING IT
JP #8B45 ;THE ORIGINAL NUMBER IN THE LD DE,NN
DATA DEFB 16,24,50,14,25,22 ;LENGTHS OF THE
DECRYPTERS
```

Digital Integration
Prices to be confirmed

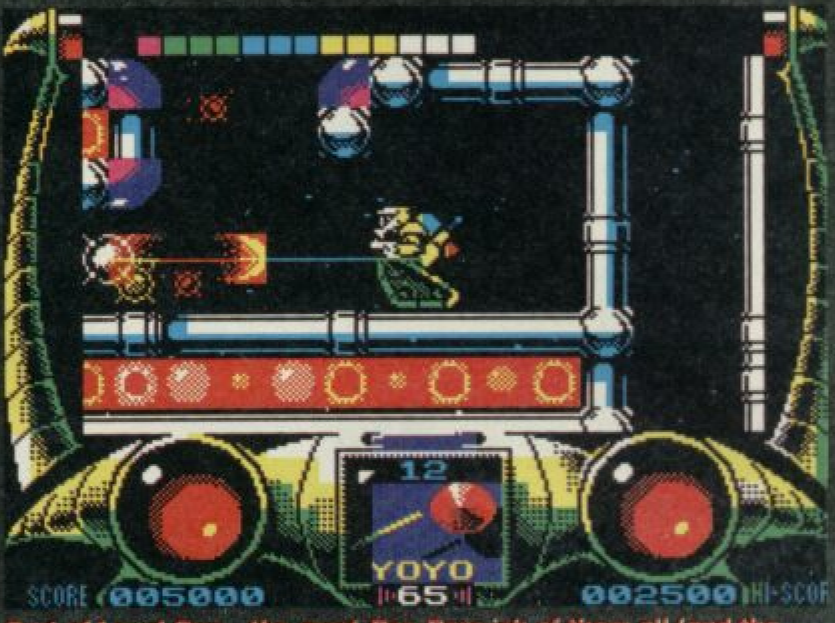


Matt This is a real 'odd man out'. It's not a massively expensive film licence, it's not based on a hit coin-op, it's (gasp) not even available on any other format! (Well, okay, it probably will be soon, but they'll be purely secondary to the Speccy version.) It is, in fact, that great rarity, a totally original product. It's also, beyond being just a game, a rather remarkable demonstration of what the Speccy can do.

Take a quick look at the graphics and it might occur to you that this is ever so slightly reminiscent of another, rather more famous game reviewed in this issue – *Teenage Mutant Hero Turtles*. (And you might be right.) Others of you may spot an even closer resemblance to *Dan Dare III*, or perhaps *Tintin On The Moon*, Firebird's *Savage* or (going further back) *Trantor – The Last Trooper* (or whatever it was called). There's a reason for this of course – *Extreme* has been put together by Dave Perry and Nick Brunty, the team behind that little lot, who may since have moved onto bigger things (the mega-successful ST/Amiga game *Supremacy* for one) but still love the humble old Speccy, and muck about with it in their spare time. This is their 48K swansong, a game just packed to the brim with everything they'd always wanted to try, and as such has some of the snazziest little effects ever seen on the Speccy.

The game itself is a three level shoot-'em-up thing, the basic idea being that an alien ship has crash-landed on Earth, and you've got to help its god-like computer get rid of the nasty alien pirates who've taken over the bulk of the ship. Worse, the ship's defence system has thrown a wobbly and is threatening to self-destruct (which would take half the planet with it). So there's the problem – but how does the game actually work?

Well, the first level is very *Dan Dare III*-like indeed – splashed with as much colour as is possible on the Speccy against a plain black background (well, not quite plain – there are twinkling stars about the place) to prevent clash. You've got to whizz around, shooting buttons, collecting weapons and opening doors in a quest to restore full power to the computer so it can help you with the rest of your mission. This bit really is full of fancy programming tricks – from using light and dark shades to effectively increase the Speccy's palate up to 16 colours to animating the lava you have to pass through so the whole screen is moving. The screenshots might look impressive, but you have to see the game moving to fully appreciate it.



Part of Level One – the most *Dan Dare*-ish of them all (and the most fun to play). Note the red lava – at one point the entire screen is animated, with bubbles popping away!

EXTREME



Glug glug glug! Underwater action from Level Two. Lots of colours and some lovely effects, but really it's a bit of a yawn to play.

As for how it actually plays, well, comments from the *DDIII* and *Tintin* reviews would be equally appropriate here. It's great for what it is – it's very fast, the explosions are spectacular, and neat touches abound (like the points you've earned for killing each alien leaping into the air) – but you can't help feeling that it would be much more satisfying if there was simply more of it.

The second level is very different, but the same comments apply. Basically, you're now a much larger sprite in an unarmed deep-sea diver suit, splashing around for a spanner or something in the ship's fuel tanks. Inexplicably these are filled with piranha fish and WW2 style mines – all you've got to do is scoot along to the other end of the tank, pick up the spanner, turn round and zoom back. And, um, that's it – the trick is that since you're not armed you have to keep deliberately touching the mines (which act as smart bombs) to get rid of the attacking fish. Very colourful, full of neat touches (like the little whirling propellors on the suit, or the smoothly animated surface to the water) but as a game pretty hopeless. It's basically a shortish journey in a straight line, with only one trick to learn before you can complete it.

Then there's Level Three, and (would you believe?) it's even simpler. It's basically just walking along in a straight line shooting things, finding a computer (or something) and destroying it. As a game it's not really there at all, but luckily it's just as impressive visually as the other sections – perhaps even more so. You control a giant *Star Wars*-style walker for a start – superbly animated, and quite possibly one of the biggest sprites ever, as tall as the playing area. Even more impressive are some of the things you won't even notice on first playing (like the fact that everything that happens is reflected on the mirrored floor). Visually stunning then, but as I said, almost laughably short and simple as a game.

And there we have it. Technically an incredible achievement, but less satisfying for the gameplayer. This is a real programmer's game, full of tricks and bound to provoke a million 'how did they do that, oh, I see, how clever' comments. Think of it as a fun project, a hobby game packed with effects you really should see, that just happens to have been published. That way you won't be disappointed when you buy it.



Level Three, with possibly the largest sprite ever on the Speccy, lots of jumping numbers and some lovely reflections. Neat-o! (But very short).



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win five copies of the brand-new *Gazza 2* game from Empire!

Who is Tottenham Hotspur's chairman?

a) Irving Berlin
b) Irving Funyet
c) Irving Scholar



Tip-toe through the tulips to scribble down the answer on page 99.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	90°	65°

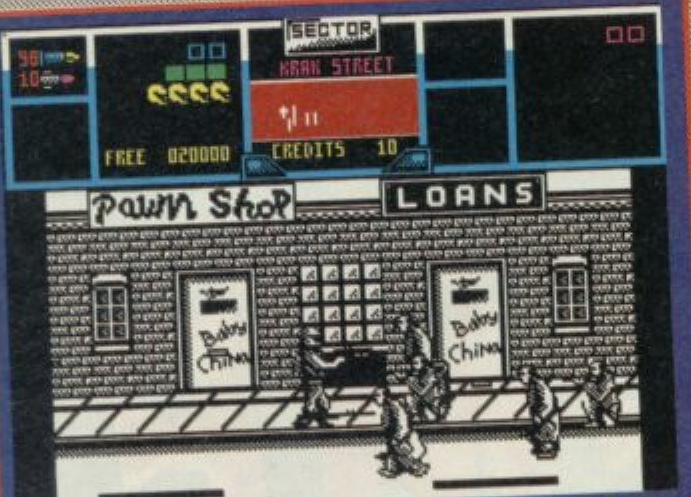
DIAGNOSIS

Too short and easy, but as a demo of what the Speccy can do it's one of the games of the year.

INSTANT APPEAL 90°

NA

One of Ocean's real biggies – though, of course, just about any Ocean game has to be called a biggie – *NARC* was almost ready for review as we 'went to bed' this issue (but not quite). "I know," said MATT BIELBY after a fair amount of thought, "let's give it the Megapreview treatment instead!" (So we did.)



Here we are on Krak Street – not a nice place to be.

YS MEGAPREVIEW

NARC is just the sort of thing that's liable to be absolutely massive this Christmas. That's not because it's a brilliant game particularly (though it may well turn out to be) but because it's got everything going for it – it's a coin-op conversion (and of a rather massively popular coin-op too), it's a scrolling shoot-'em-up, and it's been done by the most successful full price software house in the country (by miles). Add the fact that it plays more or less exactly the same as the immensely popular *Renegade* (but with the karate replaced by guns and rocket launchers) and you get what is as certain a sure-fire hit as you're likely to get (outside of the realm of film licences anyway). Want to know more? (Of course you do!) Then read on..!

SO WHAT'S IT ALL ABOUT THEN?

This isn't going to take long. You (or you and a pal if you can rustle one up) play a couple of Drug Enforcement Agents – Max Force and Hit Man (would you believe?). It's your job to wipe out Mr Big – the drug baron behind the subtley-named cartel 'Krak' – arresting/shooting hundreds of his henchmen as you do so, and collecting the drugs and dosh they leave behind as evidence. And, erm, that's it really. There's not a lot else to say – except that you do get a machine gun and a rocket launcher to help you out. (Always handy, I find.)

AND IT SUB-DIVIDES HOW EXACTLY?

Well, like this actually. *NARC* is such a blooming massive game – it seems to go on forever – that it takes up a whole 11 or so levels and sub levels, which all look something like this...

THE JUNKYARD

The start of the game, and as such it's intended to be fairly easy. Set outside in a street sort of area, it's populated by baddies in coats who are fairly easy to arrest – get as many as possible for a massive bonus! It wouldn't be a bad idea to collect extra bullets either (giving you rapid fire). Half-way through this bit you get to a door which leads you into the first sub-level...

THE PIPELINE

...and here it is. This is part of a subway station, populated by more coat-men (who come out of the train doors). There's a red safecard to collect down here (a sort of key) before you can get back up onto the street...

THE JUNKYARD (PART TWO)

...and into the second half of the first level. You enter the street again exactly where you left it, but now the game will continue to scroll to the right. There are yet more people to arrest here, and loads of cash, bullets, drugs and missiles to collect. Get to the end and you exit to the next level (and collect the bonus for everything you've collected so far).

KRAK STREET

This is another street which you take on your way to the drug baron's HQ. Keep an eye out for Spike Rush – a baddie who'll throw hypodermic needles at you, each of which will inject you with drugs if it hits you (and thus knock great wodges off your strength). Exit this section at the entrance to the Krak Stop drugs lab.

KRAK STOP

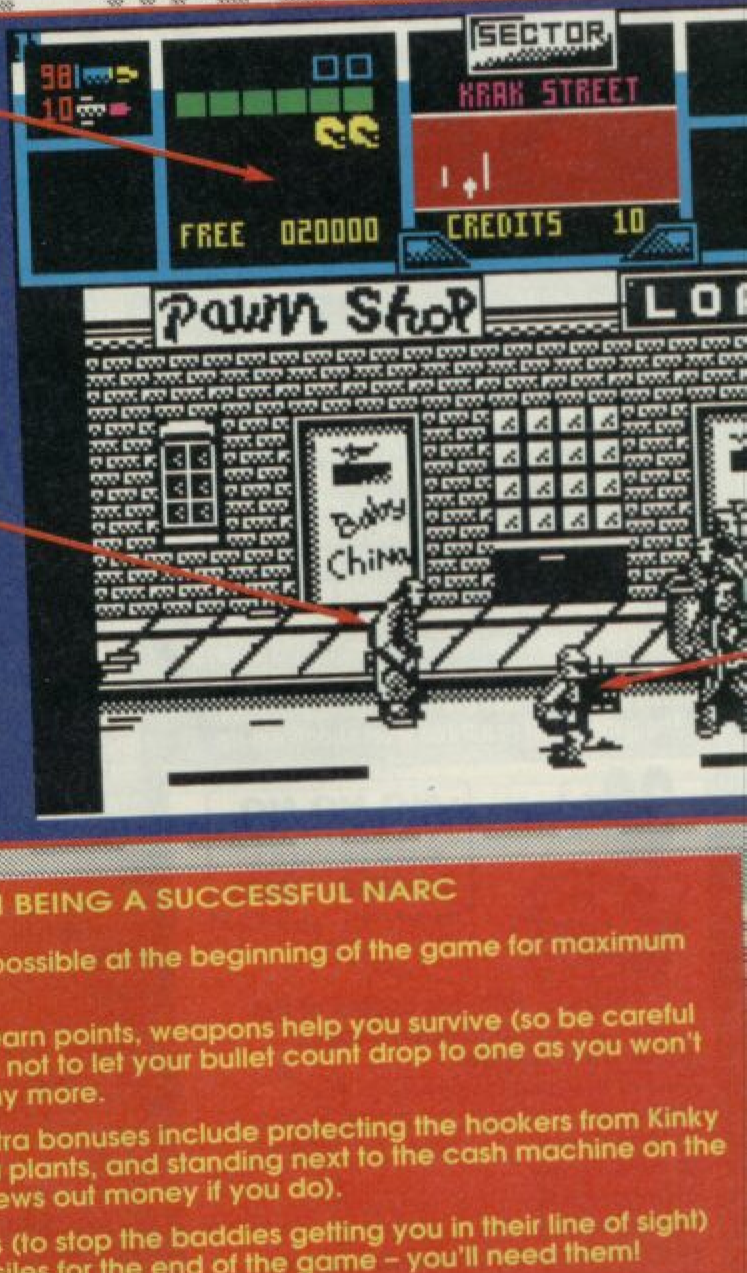
This is the drugs lab where the krak is made – packed full of vials and beakers which you can blow up for bonus points. Watch out for vicious dogs, and collect the blue safe card to get out.

THE BRIDGE

Okay, still with me? (Good.) Leaving the drugs lab takes us onto a bridge, where you encounter Joe Rockhead, the PCP addict. You can't arrest him, so shoot him before he gets near you, then make your way to the end of the bridge. Don't ignore the parked cars though – you can actually jump into one and drive to the end of the level (though watch out for mines which litter your route).

Bullets left, unused missiles, score, energy, where you are and what you've got – everything you could possibly want to know (but were afraid to ask). The similar area on the other side is for if you're having a two player game, but we're not (so it's empty).

These shuffling, coat-wearing chappies are among the easiest baddies to take out you'll come across. (There are a lot of them though, so don't get over-confident.)



A FEW QUICK HINTS ON BEING A SUCCESSFUL NARC

- Bust as many people as possible at the beginning of the game for maximum points.
- Though cash and drugs earn points, weapons help you survive (so be careful about collecting them). Try not to let your bullet count drop to one as you won't be able to use rapid fire any more.
- Things you can do for extra bonuses include protecting the hookers from Kinky Pinky, collecting the ganja plants, and standing next to the cash machine on the downtown level (which spews out money if you do).
- Keep moving at all times (to stop the baddies getting you in their line of sight) and try and save your missiles for the end of the game – you'll need them!

RC

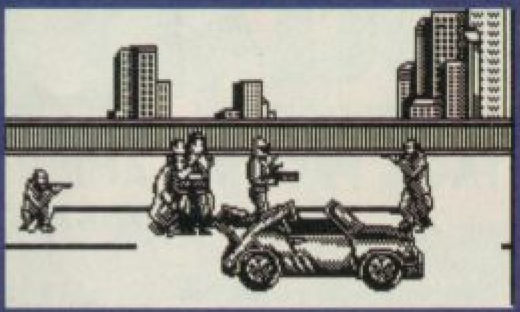
SUNSET STRIP

Things quickly switch to Las Vegas somehow (or so it would appear). Here Kinky Pinky, the mad knife man, is the one to watch out for. He'll try and kidnap the, erm, 'ladies of the night' who hang around the streets, so shoot him quick!

There are five ways out of this level, though one (the important one, naturally) is locked and will need the silver safe card to open it. To find the card you'll have to pass through the other exits and into to sub-levels (with such evocative names as The Kennels, Kinky's Big Top, The Swamp and the Scrap Heap).

SKYHIGH'S NURSERY

Skyhigh is one of the blokes who grows drugs for the cartel. Here you find yourself outside his nursery, guarded by oodles of Rambo-types. Blast your way through them to get in.



A-ha! It's the bridge scene! Quick, nip into the Turbo Porsche and burn some rubber, matey!



Oh dear. Too late. They've got you. (And it looks as though the car's scarpered off by itself too.)



Some of graphic artist Shaun McLure's background graphics – the ones he was so worried about being too empty and simple. They look okay to us, wouldn't you say, Spec-chums?

Eeek! This couldn't be Spike Rush with his deadly hypodermic needles, could it? (Goodness knows!)

And this is you! Looks like you've shrunk a bit – perhaps you're kneeling down (or maybe you've fallen through a manhole?).

MR BIG'S OFFICE

A-ha! Here we are! Mr. Big will attack you in his wheel chair (!) but get him three times with your missiles and he'll blow up, leaving behind a gold safe card. Use this to exit to the last level where you'll find...

INNER SANCTUM

...Mr Big again! Somehow he managed to survive being blown up (don't ask me how) and is even tougher to get rid of this time! When you do manage to bump him off though you'll find he drops another gold card, which leads you into... another bonus level (whew!) where you can collect goodies to top up your score.

And there we have it. *NARC* doesn't really strike me as being a particularly accurate representation of life in a real drugs enforcement agency, but then what do I know, eh? I don't suppose anybody really cares that much anyway, do they? It's as realistic as any other coin-op, and certainly packed with variety and action by the lorry-load – which is far more important, doncha think? In fact, it's so packed with action I'd even put it as my hot tip for surprise hit of the season. Keep your eyes peeled for next issue, when we'll have a full review.

INSIDE THE GREENHOUSE

More Rambo types in here (and Joe Rockhead's back too). Collect the ganja plants for extra bonuses, but watch out! Some of them are booby-trapped! The exit card to this level is carried by one of the Rambos, so make sure you don't miss any or you could be stuck here!

DOWNTOWN

Once out of the nursery you're back on the streets, and pretty close to Mr Big's HQ. Fight your way to the building and it's into the lobby, then up to Red Level One and Blue Level Two. (Nearly there now.)



Ha! Jumping up in the air seems to have fooled 'em. (Um...now what?)

DON'T YOU THINK IT'S TIME FOR AN INTERVIEW WITH THE PROGRAMMERS THEN?

Indeed I do. Although it's an Ocean product, *NARC* was actually programmed in-house by those bods at The Sales Curve. David Leitch – who's previously worked on stuff like *Double Dragon* and *Shinobi* on the Speccy – was responsible for the code, while Shaun McLure (of *St.Dragon* and *Time Machine* fame) came up with the graphics. Since we usually talk to the programmers in these little interviews, I thought it was time to let the graphics guy have a go for a change.* Take it away, Shaun...

So, Shaun, any big problems with this one then?

Well, this was a lot trickier than the other projects I've done recently – it's simply that much bigger, and has so many more characters in it. It took longer too – about four or five months' work, while most projects are more like three.

I guess the most difficult bit for Dave was getting smooth scrolling – there're some bits in here which have parallax scrolling (where stuff at the back of the screen scrolls at a different speed from stuff at the front, giving a feeling of depth) which is always a bit of a nightmare.

Graphics-wise, some of the explosions proved to be dead tricky – when you get baddies with a missile, they explode so four heads zoom out in all directions, four right arms, four left arms and so on. It was in the arcade, so we had to do it, and getting it right is perhaps the bit of the game I'm most proud of.

Other difficult bits included the cars (which had to move) and the final incarnation of Mr Big, which is like a really big head floating about on a platform, and then whizzing around all over the screen. Tricky stuff.

Great, Shaun. Anything that didn't work out quite as well as you'd hoped?

The only thing really goes back to what I said about the scrolling. At first I did all these really brilliant detailed backdrops, but they were too big and complicated to scroll properly with the memory we had available, so we had to scrap them. The ones we've ended up with are a lot simpler, and I'm a bit worried the thing'll look too empty at certain points, though it couldn't be helped I'm afraid. With this sort of coin-op conversion sacrifices have to be made somewhere, I guess.

Indeed they do. Brilliant. Ta, matey!

(* Oh alright then, I admit it – Dave was out and I told a fib.)

FAX BOX

Game	*NARC*
Publisher	Ocean
Programmers	David Leitch (code) and Shaun McLure (graphics) at The Sales Curve
Price	To be confirmed
Release date	December

1 The NEW *YS* 'It's Crap' T-Shirt!

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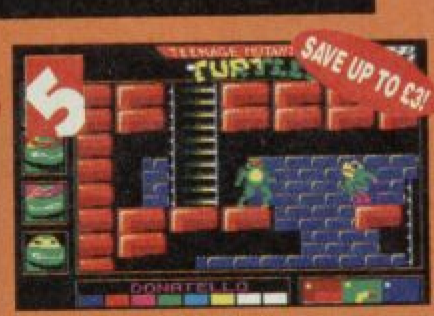




Believe it or not (and you'd better believe it really), Christmas is almost upon us once again. And that means PREZZIES! Hurrah! So how about adding a few hip 'n' happening *YS* goodies to your list, eh? Whether you're buying for the family or putting in a personal request to Santa, they're guaranteed to go down a treat every time. (And that's a promise!)





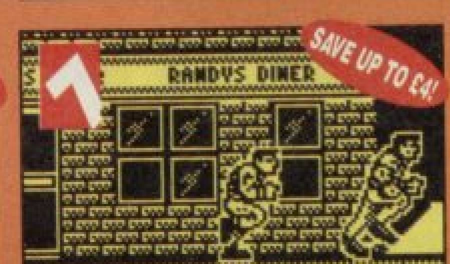


5 Turtles

One of the most eagerly awaited Speccy games of all time, *Teenage Mutant Hero Turtles* is a mega-colourful romp from Image Works through the sewers of New York, featuring Rafael, Donatello, Leonardo and, um, 'the other one'. Sure to be a massive seasonal smash!

Description	Price	Order No
Turtles cass	£10.99	MY127C
Turtles disk	£11.99	MY127D







6 Robocop 2

Ocean's smash-hit sequel to *Robocop* (the biggest selling etc etc), this is bigger, more varied and even better thought-out than its predecessor, combining a massive dose of shoot-'em-up action with platforms, ladders and puzzles. Needless to say, a *YS* Megagame.

Description	Price	Order No
Robocop 2 cass	£8.99	MY129C
Robocop 2 disk	£11.99	MY129D

HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON 0458 74011

7 Total Recall

Worried about Mars's climate? How about getting your hands on Ocean's latest release? Starring old Tree-Trunk Arms himself in a pretty big way, it'll get your joystick into a lot more trouble than it bargained for. A corker!

Description	Price	Order No
Total Recall cass	£7.99	MY125C
Total Recall disk	£10.99	MY125D

8 Fun School 3

Prisma Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER SIX, SIX TO EIGHT, OVER EIGHT) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad.

Name ....

Address ....

....

....

....

Postcode ....

Phone number ....

Description	Price	Order No
TOTAL ORDER		

Method of payment (please circle) • Access • Visa • Cheque • PO

Credit Card No ______________________ Expiry date __________

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to **YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

HARDWARE RAGE HARD!

Remember the Hobbit, the Soviet Spectrum clone we wrote about a few months ago? Well, they're so proud of it over in Leningrad they asked us to pop over and have a look! "Okay," said big KEITH POMFRET (who doesn't need asking twice), "I'm on my way!"

When the jet bounced onto the cracked concrete at Leningrad airport and ground to a halt two miles from the terminal buildings I wondered if I was in the right place. All I could see out of the porthole was a huge expanse of concrete and flatlands, interrupted only by (eek!) huge military aircraft parked out by chequered hangers! What on earth was going on? It was with some trepidation that we all filed off into an articulated lorry (there wasn't an airport bus to be seen) and were driven off towards some low buildings.

Actually, the story gets a bit more boring at this point, because all the lorry did was take us straight to the terminal (which I'd somehow failed to spot before) where we collected our luggage, smiled for the nice KGB man, and hoped that he couldn't smell all the chocolate I'd smuggled in inside my duffel bag.

The chap who'd come to meet me bundled me into one of the thousands of Ladas lined up in the overgrown car park (how do they all find the right car?) and off we zoomed (if that's the right word) towards the city. The Soviet Union has an excellent way of enforcing the speed limit – instead of employing hundreds of traffic policemen, they just place deep potholes randomly along the roads.

Anyway, to cut a long story short, I avoided having anything to do with Russian computers for as long as possible, and instead spent a pleasant couple of days enjoying Soviet culture (ballet, art and all that other stuff on the postcards). Very nice it all was too. Eventually though I had to resign myself to my fate, so off I trotted over to InterCompex (the company that'd invited me there in the first place) for a look at what I'd really come to see – the new, updated Hobbit.

So what's it like?

Well, when Mikhail Ossetinski and Dmitri Mikhalov (the two guys who originally came over to England to show us the Speccy-based Hobbit) first demonstrated the original version to me it left me speechless. I can only say his new one left me gobsmacked. It's got all the amazing features of the machine they brought to England – the multi-language keyboards, built-in networking and so on – and retains its full Spectrum compatibility, but refines the hardware techniques used to construct it massively. A disk drive (3.5 inch) lives under the side in the same place they do on the Amiga and ST, the video outputs are standardised to RGB and TV and (perhaps most importantly) it's now being finished in a much more pleasing shade of cream.

The most radical new development though is the addition to the Hobbit range – a console! Fully Spectrum compatible, there are inputs for tape and cartridges planned and a couple of the craziest joysticks being run up that you've ever seen! (Sega and PC Engine bods, watch out – the Ruskies are going to blow you away!)

The console won't be limited to just working with cartridge games though – it can run all existing Spectrum joystick software via a tape port at the back. It uses a truly open system which means that if anyone develops a series of cartridge games they could load from ROM cartridges. Another alternative is 'blowing' existing games on to ROM.



Above Meet Dmitri Mikhalov, one of the Hobbit's two inventors. (Er, say cheese, Dmitri.)



Left The Hobbit was developed on this machine.

Hack In The USSR

While we were at InterCompex's offices, a lanky guy with long hair and a palid complexion from months at the keyboard came in. "Keith, meet Nicolas Rodinov, Leningrad's greatest hacker," they said. I chilled a bit – I'm not mad on guys who steal from other programmers – but I needn't have worried. Far from being a monster, he was quite a nice guy.

"Show me the software for sale and I'll buy it – but there simply isn't any," seemed to be his argument. He showed me a wad of roubles. "The problem isn't money, it's just that there's nowhere to buy software in the Soviet Union."

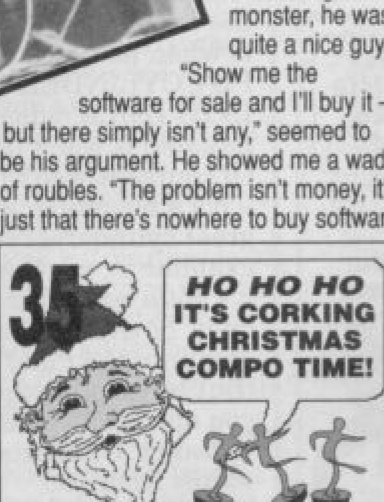
Hardware designer Dmitri explained the situation – "You see, what happened is that these guys started by altering the few games we had so that the instructions were in Russian and we could play them more easily. In this country, if you need something and it's available you can have it – it isn't regarded as theft.'

And he's right. There aren't actually any laws to protect copyright in the Soviet Union at all, so hacking isn't illegal. You can't really get too miffed with someone when they're not actually breaking any of their own laws. But this may all be about to change – they're welding some new laws into the Socialist Constitution to protect western firms' copyright and patents in 1991 – so, with a bit of luck, that'll tempt software companies to export to the Soviet block, and may even allow guys like Nik and his team to produce some saleable software of their own. (After all, it's high time we saw than just *Tetris* come out of the Soviet Union.)

Keyboards and consoles

So there we have it – things are starting to look pretty rosy so far as Soviet home computing is concerned, and the really good news is that the Speccy is stuck right in the middle of it! The Hobbit console was an especially exciting development, I thought, and could have great relevance in this country – especially when, just as I was about to leave, Dmitri and Mikhail drew me to one side, pulled back a drape and revealed... a plug-in keyboard for the Hobbit Console! Price – less than a fiver! (Bet you Alan Sugar couldn't do that!)

And that was it really. A few more days of caviar and culture and it was back to that horrible empty airport and a British Airways flight to Blighty. I had a good old time in Russia, though I must admit I was quite pleased to get home (I'd troughed all the chocolate I'd smuggled in, you see). The final word I guess must go to Marek Kar, the Polish Editor of a joint Polish/Soviet computing mag who I met on a snatched trip to Moscow. "In our first issue we ran a survey of our 25,000 or so readers to see what machine they'd got. Ninety percent owned Spectrums or Spectrum clones." Pretty remarkable figures really, and it means one thing is certain – it's going to be worth keeping our eyes rather sharply peeled for whatever the Russians come up with next for the Speccy. Who knows – some of it may filter over here yet!



Win five Subbuteo board games from Electronic Zoo.

How long did the longest ever game of Subbuteo go on for?

a) A hundred and one days
b) A hundred and one minutes
c) A hundred and one hours

Wibble wobble to page 99 and kill that coupon!

YS ADVE



The kindest soul in the history of the universe (since last Tuesday) just has to be **Anthony Curran**, of 14 Cranbourne Road, Chorlton-cum-Hardy, Manchester M21 2AP. He's solved oodles of games, well over 150, and is prepared to help out *YS* readers on them all – see the mega-stupendous Kind Souls section this month, if you don't believe me.

But even brain-bods like Anthony have their problems, sob-sob, which is why they turn to the likes of me to help them out, poor misguided wretches. I certainly can't help him on *Solaris*, as I never did manage to get out of the first location in this adventure. Now there's an admission, although anyone who's played it will understand what I mean. And if anyone has played it and knows how to get past the airlock with a wheel once you're out of the van, please write to Anthony at the address above. While you're at it, he's also stuck in *Nightwing* – "Having got all four texts and gone to the Supa-brain Computer and inserted the bubble into the port, no matter what I type in it tells me that my power of deduction isn't right yet. What do I do?" Any (printable) suggestions? At least there's one question of Anthony's I can answer, and that's on *Magnetic Moon*. He says he's having trouble in Part Two with getting the wording right in one place. He's cut a hole in the pipe and knows he needs to pump the gas from the cylinder into the hole.

The nearest he can get to the right command is when he types in PUT CYLINDER INTO HOLE, when he's told it won't fit. Of course it won't fit – it's a blooming great cylinder! If you examine it, you'll see it's got a red valve on it. So guess what goes into the hole? (But be careful when you open the valve.)

Barry Durrans writes from 195 Warrington Road, Whiston, Merseyside L35 5AF to say "BUY *AGATHA'S FOLLY*. IT'S MEGA-DOCIOUS!" Yes, but is it any good? Barry also says loads of other things, like why don't I print a list of useful mail-order company addresses? But I did – it's in my book, *Adventures On The Spectrum*, buy now while stocks last. I also include the relevant address each time I do a review, but maybe it would be a good idea to do a cut-out-'n'-lose list of addresses one month. I'll think about it.

Barry's full of other ideas too. He could probably write the column better than me! What about interviews with adventure authors like John Wilson, Tom Frost, Jon Lemmon etc? What about a feature on all the mail-order games available? (What, *all* of them? Ye gods!) If other readers write in and support the ideas, I'll be only too happy to oblige (tugs forelock and bows humbly). Meanwhile, maybe next month I might do something... maybe... Barry was a Kind Soul recently, and says sorry to those he didn't reply to, but he did only offer to answer questions and some people wrote in demanding three or four full solutions (plus maps). No need to apologise to such cheeky rapscallions at all. But there's a message from Barry to Wyn Gravelle – "Sorry, but I only had the same hint sheet you had." Barry's also looking for adventure penpals, beginners or advanced, and would like to hear from anyone who can sell him second-hand copies of these games – *Father Of Darkness, Beatle Quest, Spoof, Secret Of St Brides, Murder Off Miami, Quest For The Golden Joystick* and *Basque Terrorists Loose In Dartford*.

John Stephenson is stuck in what he's fast



Amstrad may have ceased its production but that won't stop Zenobi from publishing their +3 compilation tape. For the bargain price of £4.99 you get disk versions of a selection of great games. There's the two-part *Case Of The Beheaded Smuggler* (rave-reviewed by me several months ago), *Crack City* (ditto), *The Infiltrator*, *Pawns Of War* and *Stalker*, a fairly recent title written by Andy Woods and Pete Page. Get yours from Zenobi, at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

Yet more Zenobi news – they've just released the two-part *Jester Quest* and the three-part *Gods Of War*, new offerings from that dapper 'Diablo', Mark Cantrell. Both games are for 48K or 128K machines, and sell at £2.99 each. (Note that they won't run on a +3 in 128K mode.)

Another of their releases just sneaked onto the market is a golden oldie, *Se-Kaa Of Assiah*. This was first published a few years ago by Mastertronic, and now the authors have got the rights back and Zenobi's brought it out again to thrill and delight all you new adventurers. The cost for this two-part graphic adventure is an eminently reasonable £2.49. Maybe I'd better dust off my old help sheet on this one now.

Coming soon from Zenobi are two three-parters – *The Golden Sword Of Bhakor* and *Sherlock Holmes: The Lamberley Mystery*. Also lined up is a *Box Of Delights* compilation of all-new titles, possibly featuring a detective story called *The Boyd File*, *Arnold The Adventurer* (a game that sounds none-too-serious), *The Bermuda Triangle* and *Dork's Deeds*.

36

HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 10 games (of your choice!) and 50 posters from US Gold!

Who sung the theme to the Bond film *Goldfinger*?

a) Sheena Easton
b) Paul McCartney
c) Shirley Bassey

Warble your way to page 99 and serenade us with your answer.

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

realising is a very obscure game indeed, *Operation Colossus*. He's determined to plod on with it though.

Remember that little teaser I left you with last month about the forthcoming *Best Of The Indies Volume II*? Well, it may not be called that in the end but the running order's now been finalised. It'll contain all three parts of *Diablo* (by Mark Cantrell), both parts of Tony Collins's *The Hermitage, Crack City, The Bounty Hunter* (as originally published by River Software) and the Rochdale Balrog's own game, *From Out Of A Dark Night Sky*. In addition there'll be the first two parts from Tartan Software's top game, *The Gordello Incident*, written by Tom 'Is That A Haggis In Your Sporran Or Are You Just Pleased To See Me' Frost. The price of this bounteous collection of ten bits is... but you'll have to wait 'til next month, chums and chumettes, when I'll be running an exclusive special offer coupon. Well, you didn't think you were going to have to pay the full price, did you?

That's the spirit. But if anyone else in the known planet Spectrum is playing this game, or has solved it, *please* contact John at 45 Haven Drive, Acocks Green, Birmingham B27 7TW. It seems he gets a bit lonely thinking he's the only person still playing the game, especially when he gets stuck.

Ed Griffiths of Llandudno (also home of the mighty *Adventure Probe* mag) offers a few tips for another of the lesser-known titles, *Tales Of Mathematica*. To find the third number, LLEW ENIMAXE in the ovoid room. To lower the drawbridge, TILS HGUORHT KSALF WORHT after lighting it with LIO THGIL. Ed also asked me for help on three adventures, all of which I have help sheets for, but he didn't send me a stamped addressed envelope, the silly billy. The solution to *Labours Of Hercules* was printed in the November issue, so that's that one answered. *Double Agent* has also been printed, back in the mists of time, but to get the water into the bottle you first need to get it into the bucket, so TEKCUB OT DROC EIT then TEKCUB REWOL. Finally, in *The Secret Of Little Hodcome*, you can find a container for the holy water if you look hard enough in the cellar.

A final word (or several) on the subject of help sheets. I now have well over a hundred of these, and must thank in particular **John Barnsley** for putting a lot of Spectrum solutions onto disk and allowing me to print them out and send to people. There are far too many help sheets to list them all, so if you're stuck in any game you should still write in and tell me where you're stuck, but if I have a help sheet for that particular title I'll send it to you automatically, otherwise I'll try to answer your questions. But don't forget the sae – I still get hundreds of letters every month, so can't reply to them all without that little bit of help from you.

Okey-dokey, over and out and beam me up, Scotty.

Can I give a quick plug, says Simon Briggs, for the tapezine *Spectronic* what I edit with my mate Dave Sands? Certainly. Especially as Issue Four contains an interview with John '*Zenobi*' Wilson. Cost is a 50p coin plus a blank tape or disk to Simon Briggs, 5 Canonyoung Road, Whitnash, Leamington Spa, Warwickshire CV31 2QU. Ask 'em which control keys to use too, as they didn't bother to tell me and having turned one 'page' I couldn't get back to the main menu screen and see the rest of the mag! Silly billies.

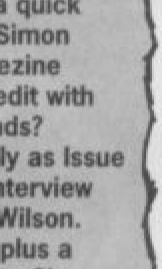


HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!

Win 20 copies of the brillo new *Robocop II* from Ocean!

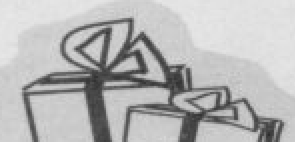
What's the name of the designer drug in *Robocop II* (the movie)?

a) Luke
b) Nuke
c) Puke



Deposit your answer quietly (or there'll be trouble) on page 99.

THE BALROG'S BACK (AND OTHER BITS)



In *Behind Closed Doors III* (otherwise known as *The Ants' Revenge*) the Balrog returned in another of those hilarious and rather cheeky, in more ways than one, John Wilson adventures. Limited to one location (the 'little room' at the bottom of the Balrog's garden) the *BHC* series is definitely not for those of a Mrs Whitehouse disposition. Solutions to the first two games are available from me as a freebie, and several readers have solved the third and latest title, but I particularly like this one from **Nicholas Sweeney** of Middlesbrough. For one thing, it's printable (just about).

BEHIND CLOSED DOORS III

1. LOOK RIGHT, LOOK UP, EXAMINE DOOR, EXAMINE SHELF. (This gives you your bearings.)
2. READ CLUE and input the answer, which is of course AUNT. Anyone who can come up with another answer is welcome to try typing it in.
3. UNFOLD NEWSPAPER, ROLL NEWSPAPER, USE NEWSPAPER, GET HAMMER.
4. MARK CROSS (on toilet), PULL NAIL (from wall).
5. HIT CROSS (four times).
6. REMOVE BOOTS, EXAMINE SHIRT, SEARCH POCKET, GET KEY (it's lost).
7. And FART (basically).

There then follows a short interlude during which you can just WAIT or UNROLL GAZZETTE/READ GAZZETTE (sic). You do this until the cat enters, and leaves a puddle on the floor. If it doesn't, you'll just have to start again.

1. HIT CROSS and check (use the 'O' command) that some tendrils of gas appear.
2. THROW NAIL AT BIRD, GET MATCH, LIGHT MATCH, LIGHT GAS. Then after the smoke clears...
3. EXAMINE CISTERN, SEARCH DUST (to get screwdriver).
4. DIP SCREWDRIVER, UNSCREW SCREWS (and enjoy the cockroach incident here... very funny).
5. PULL SHIRT (until it covers the Balrog's you-know-whats, and if you-don't-know-what then it's about time you did). About three pulls is usually sufficient.
6. WAIT (until screwdriver returns), GET SCREWDRIVER, UNSCREW SCREWS (to complete the game).

And just for a laugh...
1. Go out of the toilet without pulling down your shirt. This is my favourite death sequence ever, I think.
2. READ REVIEW, READ QUIZ.
3. Try typing GET ALL, HELP, JOHN, ZENOBI, EKIM, MALE, FEMALE.
4. EXAMINE POSTER/READ POSTER.
5. WAIT after getting the match, until the bird comes back on the scene.
6. Try all the usual naughty four-letter words, which good little adventurers should not know (but do!).
7. There are loads of other things but you can discover those for yourself...

BLIMEY, WHAT A BIG ONE! (IT'S THE CRAZY CHRISTMAS COMPO!)

Yes, it's the biggest-ever compo in the history of the *YS* adventure pages, mainly because I've only ever done about two. But I'm making up for that now, as I've got the bestest-ever prizes any adventurous Spec-chum could wish to get in his or her (hem-hem) Christmas stocking.

I reckon there must be at least 50 adventures to win in this Crazy Christmas Compo, as all the leading indie companies have offered one complete set of all their games for the lucky winner. Yep, you can have every Spectrum adventure *ever released* by Zenobi Software, Tartan Software, Compass Software and FSF Adventures. And, what's more, that'll include games that haven't been published yet but will have by the time the competition closes.

Plus (plus! Plus!), you get a year's subscription to the new adventure fanzine *From Beyond*. Cordon bleu!

Yes, okay, that's all very nice but what do we do, you want to know. Well, it's all pretty simple really – you just have to send me a postcard with a number on it. And to get this number you have to add up all the other numbers which just happen to be the answers to the following questions. Confused? You won't be (well, I suppose you might be, but you'd have to be pretty jolly thick). In the event of a tie (and thousands of you will get the right answer) the prettiest postcard wins. So there.

(Oh, and don't forget to say what type of Speccy you've got so the software houses can make sure you get the correct versions of their games.)

Okay, on with the quiz...

1) How many Austin brothers are there at Level 9?
2) How many adventuring Gerrard brothers are there?
3) How many games made up the *Ket* trilogy?
4) How many labours did Hercules have?
5) *Escape From Pulsar* .....?
6) *Cloud* ....?
7) How many parts in *Karyssia*?
8) *Delta* ...?
9) How many cogs on the clock in *Lords Of Time*?
10) .... *Little Indians*?

Remember, it's the amount of all the answers added up that wins you the prize, so send your entries to *The Answer's 42 (Oops, Who's He Fooling?)* Compo, *YS*, 30 Monmouth Street, Bath BA1 2BW. Closing date, to allow time for our overseas chums, is 28th February 1991, and my decision is final, so no arguing, it's my compo, and I'll cry if I want to. *(Eh? Ed)*

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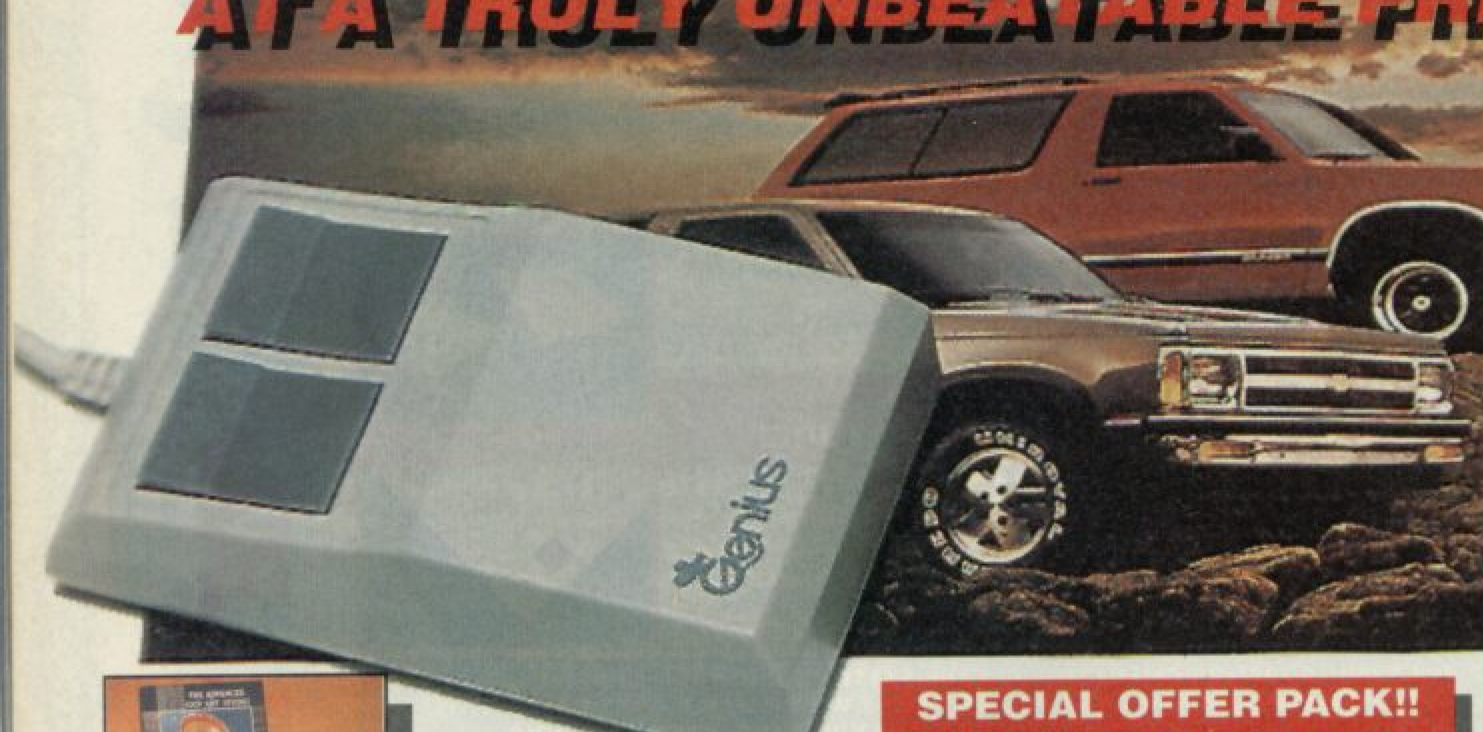
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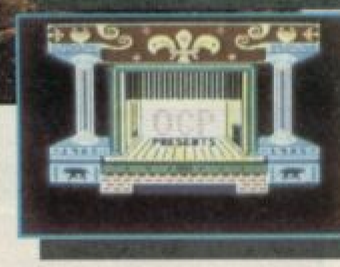
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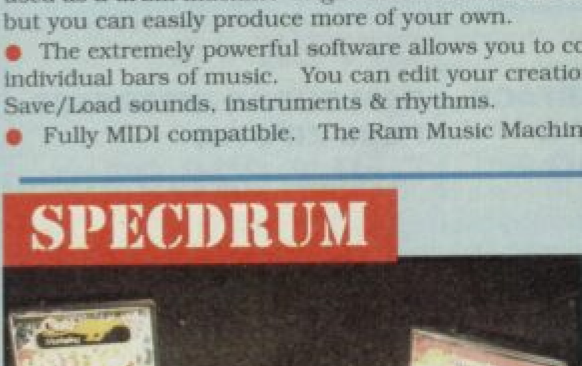
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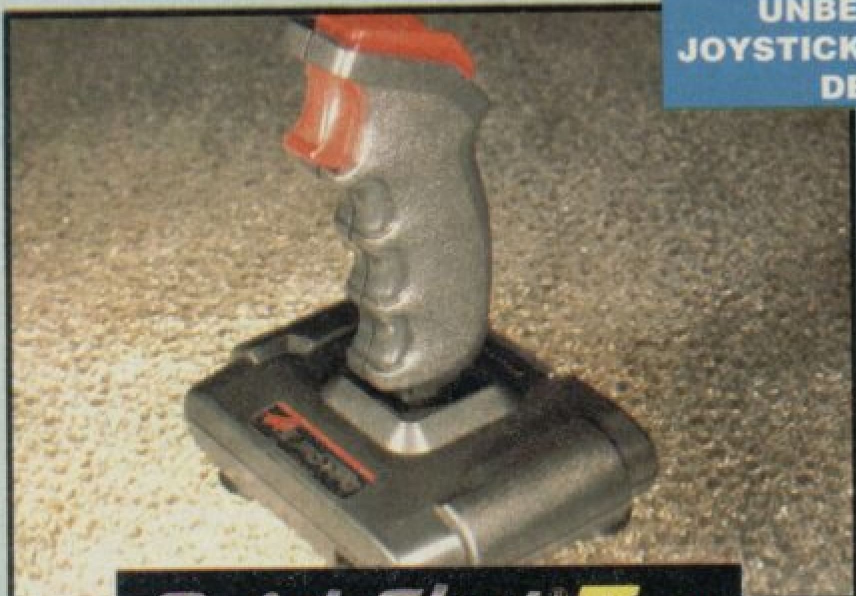
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COUPON CORNER

It's the most exciting news since the world began, and of course you heard it first in *Your Sinclair*. After nearly twelve months of lip-trembling, heart-pounding, nail-biting, botty-wobbling nervousness, at last it can be announced: the official release of *One of Our Wombats is Missing!* I thought it would never happen, but at last Zenobi Software has pulled its finger out from wherever it was, and published my own, my very own adventure game.

Please treat it kindly, dear readers, as *Wombats* was first written several years ago and left in a dusty drawer to go unplayed by anyone but me. Then Zenobi boss-man 'Screaming' John Wilson heard about it, prised a copy from me, and decided that with a bit of up-dating in his own inimitable style, *Wombats* was good enough to grace his label.

To launch the game on an unsuspecting world, what else could I do but offer my own lovable *YS* readers a special discount offer on it. For you, and you alone, Zenobi will knock 50p off the price, reducing it from the regular £2.49 to £1.99, including postage. Just jet the accompanying coupon to Zenobi's palatial Rochdale offices, and a copy of *Wombats* will be yours pronto. What's more, you'll also get a free copy of the latest *Goblin Gazzette* on t'other side of t'tape.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale,Lancs OL12 7NX

FROM:

Name:..

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I enclose my cheque/postal order for £................for .... Spectrum copy/copies of the best adventure since the dawn of civilisation. I need hardly tell you (but I will 'cos you're a bit thick sometimes) that I mean Mike Gerrard's *One of Our Wombats is Missing*. I understand that one copy costs £1.99, unless I live outside the UK, in which case I must add £1 per order to cover extra postage costs.

ONE OF OUR WOMBATS IS MISSING

THE REVIEW!

I know what you're thinking: how does Mike manage to review his own game without giving it at least twelve out of ten in every category? Well it's something I've been worrying about too! I obviously couldn't do it myself, and even if I asked someone else to do it, then it wouldn't be easy for them, knowing I'd be reading the review before it was printed. So bugger it, I thought, when a hairy little Balrog offered to do the review for me - I've got to print something. I've not let him give it any marks (in case the suspicious amongst you should suspect him of bias) but other than that, over to you, hairy little Balrog...

With his feet firmly planted on the kitchen table and a steaming mug of coffee in his hand, Balrog was attempting to remove a large wad of bluish-grey fluff from the depths of his belly-button with the aid of the bread-knife. The rattle of the letter-box shattered the early morning silence, startling the Balrog, causing him to swing the knife downwards. Luckily for him it caught the safety-pin that was holding his flies together and glanced off to one side.

"Whoops," he cried, "that was a close escape. Mrs Balrog would never have forgiven me if I'd spilt blood on the carpet."

Shuffling towards the open door, he went to see what great joys awaited him on the mat beneath the letter-box. He noticed a large pile of assorted envelopes, and right in the middle was a small jiffy bag.

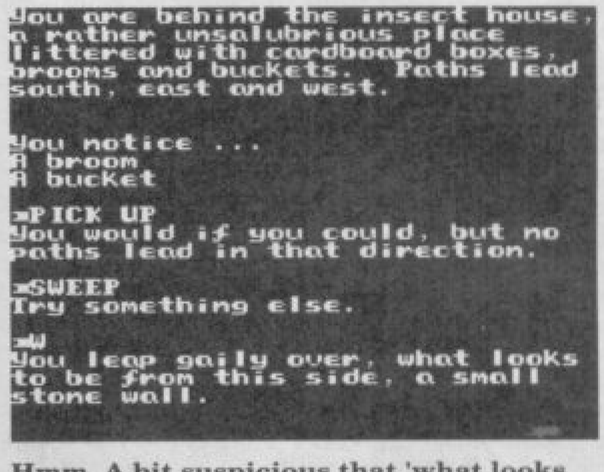
Deftly tearing open the package, the Balrog was surprised to see that it was a copy of *One of Our Wombats is Missing*, a game often talked about in quiet whispers and hushed tones, but never before seen in real life. "Hey, this is the game that old Ekim has been blabbing about in the pages of *Your Unfair* for the past decade or so! He must have finally finished writing it." With that, the Balrog shuffled upstairs to try out the tape.

As the tape-deck whirred and Balrog's battered telly flashed and hissed (much as the Balrog himself used to do in the old days), he sat and read the leaflet that came with the game:

"You play the part of a young apprentice zoo-keeper, who is sent out one day to ensure that all the animals have been safely locked up in their cages, and that all the visitors have gone home. However, to the young apprentice's surprise one of the cage doors is ajar and the cage totally empty. Your task is to discover what's missing and, if possible, return it to the cage."

"Sounds a simple enough task to me," grunted Balrog, switching off the tape-deck and adjusting his underpants into a position more comfortable for a lengthy spell of adventure-playing. "Now which animal is missing," the Balrog wondered, quite oblivious to the subtle clue in the title of the game.

For the next hour or so silence reigned in the Balrog abode, with only the odd cry of "Where is that bleedin' wombat?!" or "Well, which key does unlock that soddin' door then?" as he attempted to probe the inner workings of the game. He spent ages chasing a small cockroach, and met a very talkative bird, referred to as a 'manic mynah'. ("Hmm," thought the Balrog, "Old Ekim must be even older than he looks. Some of his jokes certainly are!")



Hmm. A bit suspicious that 'what looks to be from this side' bit, isn't it? What could it really be? A *large* stone wall? A sleeping dragon? (Who can tell?)

Despite having come across a multitude of locked doors and red herrings, Balrog was thoroughly engrossed in the game. It wasn't until he heard the cry of "You lazy old sod! What have you been doing all day?" that he realised just what time it was, and he slowly trundled downstairs to be met by an irate Mrs Balrog.

"Damn good job there's a SAVE routine in that game," he thought. "I can get back to playing it when the old battleaxe goes out to her W.I. meeting tonight. After all, it's a great little game and well worth playing through to the end. It's not too big but still hard enough and different enough to refresh those parts that the others don't always reach. Mmm, that reminds me of something but I can't quite think what."

Balrogian Rating: "More enjoyable than a green cheese sandwich."

Title..One Of Our Wombats Is Missing
Price.....................................£2.49
Publisher.......................Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

KIND SOULS

It's at least one yonk and possibly several mega-yonks since I last did a Kind Souls column, so I'd better do a big one quick for Christmas as I always get lots of letters if this feature's missing for a while. I'm too good to you, really. I mean, it's incredibly boring typing in lists of hundreds of adventures. Why don't you try it sometime, see what I mean? Anyway, don't forget the rules, which are that if you write to a Kind Soul you *must* enclose a stamped addressed envelope, and only ask *questions* on an adventure — don't ask for complete solutions unless the Kind Soul offers them. So, chocks-away...

Stephen Mullen writes with his list of solved stuff, and has stuck in a few arcade-type games as well, the cheeky monkey. He also asks if there are any fanzine editors out there looking for an adventure or general writer? If so, contact Stephen at 4 Johnson Grove, Liverpool L12 9LR. The games he's solved are *Back To Skool, Book Of The Dead, Dizzy, Don't Panic, Future Knight, Karyssia, Ket Trilogy, Kobyashi Naru, Myth, Postman Pat, Rambo II, Sceptre Of Baghdad, Shadows Of Mordor, The Sidney Affair, Spellbound, Stormbringer* and *Terrors Of Trantoss*. Stephen can also help on these games he's almost finished (and probably will have by the time this is published) – *Kentilla, Castle Eerie, Play It Again Sam, Red Door, Federation, Zzzz, Dracula, Doomdark's Revenge, Price Of Magik, Gnome Ranger* and "about 20 football games" he says!

"Dear Mike," the next letter begins (which is a pretty good start, you must admit), "As a constant user of your Kind Souls section, which has helped me on numerous occasions, I thought it was about time I offered some help back to your readers. I have full solutions to the following adventures for only 10p each plus sae, and the first ten *YS* readers to write in will get an extra solution free! Please print this as I wish to help all your readers. The adventures are *Project X: The Micro Man, The 'O' Zone, Planet Of Death, The Hobbit, Red Door*." This jolly Kind Soul is **James Waddington** of 11 Finsbury Drive, Wrose, Bradford, West Yorks BD2 1QA.

Now for someone who just loves getting loadsaletters, otherwise he gets bored and sits round drinking beer all day and supporting Arsenal, and you've go to be really bored to do that. I'm talking about **Steve Lodey** of 54 Wentworth Drive, Felixstowe, Suffolk IP11 9LB. So bung your sae's Steve's way for help on – *Aftershock, The Boggit, Bored Of The Rings, Castle Blackstar, Classic Adventure, Demon From The Darkside, Dungeon Adventure, El Dorado, Emerald Isle, Erik The Viking, Espionage Island, Everyday Tale Of A Seeker Of Gold, Eye Of Bain, Fantasia Diamond, Forest At World's End, The Fourth Protocol, From Out of A Dark Night Sky, Gnome Ranger, Golden Apple, Ground Zero, Hammer Of Grimmold, Hampstead, Heroes Of Karn, The Hobbit, Imagination, Inca Curse, In Search Of Angels, Invincible Island, The Jade Stone, Karyssia, Kayleth, Kentilla, Kobyashi Naru, Legacy For Alaric I, Life Term, Lords Of Time, Mordon's Quest, Mountains Of Ket, Mutant, Price Of Magik, Prehistoric Adventure, Quann Tulla, Quest* (Hewson version), *Quest For The Golden Eggcup, Quest For The Holy Grail, Quest For The Hot Rumpy-Pumpy, Just Joking, Red Door, Red Moon, Return To Eden, Rigel's Revenge, Robin Of Sherlock, Seabase Delta, Secret Of Little Hodcome, Serf's Tale, Sherlock, Ship Of Doom, Skellvullyn Twine, Snowball, Sorceror Of Claymorgue Castle, Subsunk, Temple Of Vran, Terrormolinos, Urban Upstart, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure, Warlord* and *Worm In Paradise*.

The one and only **Neil Ashmore** is next, from his palatial home at 5 Park Crescent, Furness Vale, Stockport, Cheshire SK12 7PU. Neil's conquests include – *Dracula, Seabase Delta, The Helm, Sorceror Of Claymorgue Castle, Rigel's Revenge, Golden Eggcup, Big Sleaze, Excalibur, Mindshadow, Custerd's Quest, Quest For The Heinz Steamed Pudding, Kobyashi Naru, Mafia Contract I/II, Castle Blackstar, Circus, Valkyrie 17, Message From Andromeda, Mordon's Quest, Hampstead, Robin Of Sherwood, The Hobbit, Lords Of Midnight, NeverEnding Story, Quest For the Holy Grail, Matt Lucas, Imagination*, and *Urban Upstart*.

"Mine's just a small one," says **Jim Struthers**, but it's not the size that matters so here's his list anyway – *Black Knight, Canasto Rebellion, Custerd's Quest, Valkyrie 17, Golden Eggcup, Behind Closed Doors I/II/III, Nightwing, Little Hodcome, Balrog And The Cat, Journey To The Centre Of Eddie Smith's Head, Temple Terror, Alien Research Centre, From Out of A Dark Night Sky, Devil's Hand, Enchanted Cottage, Mutant, Atalan* and *Retarded Creatures And Caverns*. Little Jim lives at 112 Disraeli Street, Cowpen Quay, Blyth, Northumberland NE24 1JB.

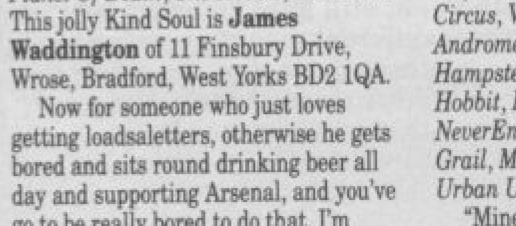
"Stand by," orders **Jackie Holt**. What for? "For my next Kind Soul list, I'm having a sort-out!" Okay, so sort this lot out, readers – *Aural Quest, Booze Up, Border Harrier, Castle Thade Revisited, Cloud 99, Colour Of Magic, The Calling, Diamond Trail, Dr Goo And The Samorons, Dark Storm, Escape From Sylon 6, Future Tense, Firelance, Faerie, Fergus Furgleton, God This Is Boring Me To Death, Jack The Ripper, Loads Of Midnight, Monster, Mindbender II, Madcap Manor, Nightwing, Nightmare, Once Upon a Lily Pad, Picture Of Innocence, Rifts Of Time, Scary Mansion, Sealed City, Thief* (Corrupt Code version), *Virus, Venom, Wolfman* and *Width Of The World*.

"I can help people out on the following games," boasts **Danny Lane**, "as well as supplying complete solutions and POKEs for some of them. I can also help out on many other games not listed here, with things like POKEs and hints. I also have many Multiface POKEs." What a right little POKER this chap is. So send your sae's and questions to 41 Apollo Way, Blackwood, Gwent NP2 1WB, for the following trillion titles, adventures or not – *Forgotten Worlds, Thunderbirds, Nonterraqueous, Starglider I/II, Metabolis, Nether Earth, Head Over Heels, Heavy On The Magick, Contact Sam Cruise, Dragon's Lair, Spell, Escape, Rifts, Dun Darach, Tir Na Nog, Pyjamarama, Everyone's A Wally, Myth, Herbert's Dummy Run, Three Weeks In Paradise, Are Exactly What I Need Now, Starion, Dragontorc, Shadowfire, Enigma Force, Astroclone, Short Circuit, The Helm, Batman I, Pyracurse, Megabucks, Great Escape, Auf Wiedersehen Monty, Satcom, Spiderman, Bard's Tale, Invincible Island, The Boggit, NeverEnding Story, Psycho City, Stormlord, Action Force II, Batman The Movie, Mindfighter, Moonwalker, Knight Tyme 48K/128K, Rambo, Thanatos, Trapdoor, Academy, Back To Skool, Marsport, Spoof, System 15000, Urban Upstart, Asterix, Sacred Armor Of Antiriad, Grange Hill, The Pawn, King's Keep, Rigel's Revenge, Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Lord Of The Rings, Excalibur, Last Ninja II, Beyond The Ice Palace, Flunky, Bulbo And The Lizard King, Forest At World's End, Warlord, Ket Trilogy* and *Harvesting Moon*.

While I'm in a good mood, Danny wants help on *Knightmare, Stormbringer 128K, Spellbound, The Hobbit* and the first two parts of *The Fourth Protocol*. Also, he wants to know, "is there any chance of making your column bigger?" Oh, well, I'm flattered but I think it's quite big enough as it is, thanks.

Anthony Curran's list is ENORMOUS, so I suggest you save it for the rest of your life then you'll always know who to send your sae to when you get stuck. The address is 14 Cranbourne Road, Chorlton-cum-Hardy, Manchester M21 2AP. And the list, all 163 of them... no, I can't face typing that lot out... oh, I suppose it is Christmas, and there won't be a Kind Souls page like this again for months... oh, all right then, serves Anthony right – *Wizard's Scroll, Dragon Slayer, Zzzz, Quest For The Holy Grail, Se-Kaa Of Assiah, El Dorado, Seabase Delta, The Swamp, The 'O' Zone, Time Quest* (Island), *Rifts Of Time, The Traveller, Bored Of The Rings, Eye Of Vartan, Alter Earth, Morby Jewels, Hexagonal Museum, Circus, Espionage Island, Inca Curse, Planet Of Death, Invincible Island, Kobyashi Naru, Zacaron Mystery, Imagination, Return To Ithaca, Time Quest* (Space), *Waxworks, Subsunk, Souls Of Darkon, Necris Dome, Spy Trek, Ground Zero, Matt Lucas, Earthbound, Golden Apple, Orc Island, After Shock, Temple Terror, Spiderman, Randy Warner And The Aztec Idol, McKensie, Demon's Knight, Mafia Contract I/II, Crystal Quest, Ruby Runabout, Inspector Flukeit, Moron, Kayleth, Custerd's Quest, Mindshadow, Message From Andromeda, Shard Of Inovar, Mindstone, Micro Man, Eye Of Bain, Mural, Galaxias, Arrow Of Death I/II, Excalibur, Apache Gold, Golden Baton, Ten Little Indians, Devil's Island, Ship Of Doom, Rigel's Revenge, Prehistoric Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai, Hulk, Danger Mouse, Terrormolinos, Winter Wonderland, Wolfman, Rats, Loads Of Midnight, Jade Necklace, Lifeboat, Witch Hunt, The Cup, Realm Of Darkness, Matchmaker, Pirate Adventure, The Challenge, Davy Jones's Locker, Mutant, Shipwreck, Castle Eerie, Prince Of Tyndal, Crown Of Ramhotep, Prospector, Jade Stone, Changeling, How Can One Person AFFORD All These Adventures?, Dracula, Warlord, Perseus And Andromeda, Open Door, White Door, Green Door, Red Door, Wizard Of Akryz, Shrewsbury Key, The Realm, Golden Eggcup, Temple Of Vran, Jack And The Beanstalk, Enchanted Cottage, Domes Of Sha, From Out Of A Dark Night Sky, Balrog And The Cat, Demon From The Darkside, Golden Mask, Escape From Pulsar 7, Fairly Difficult Mission, Time-Line, Doomsday Papers, Behind Closed Doors I/II, Secret Of Little Hodcome, The Calling, Seeker Of Gold, Ice Station Zero, Mountains Of Ket, Commando, Operation Turtle, Feasibility Experiment, The Helm, Magic Mountain, Smuggler's Cove, Time Machine, Forest At World's End, Jewels Of Babylon, The Width Of The World, Pyramid, Desert Island, Mission X, Inner Lake, Devil's Hand, Secret Mission, Quest For The Poorly Snail, Border Harrier, Canasto Rebellion, Castle Thade Revisited, Extricator, Return To Oz, Legacy For Alaric, ARC, Hit, Virus, Doctor Goo And The Samorons, No 6: In the Village, Chips Are Forever, Once Upon a Lily Pad, Hobble Hunter, Loony Castle Quest, Missile Command Base, Shadows Of The Past, Pawns Of War, Escape, Savage Island* (Part One).

Right, that's your lot for this month, thank goodness, as my digits have been drummed into the ground with all this typing. Keep these pages close by you, my old sugarlumps, because there won't be another Kind Souls column for ages!



Win four groovesome Toyata Rally T-shirts from Gremlin!

How many of any one model of car has to be made before it can be entered in a Lombard rally?

a) 500
b) 5000
c) 50000



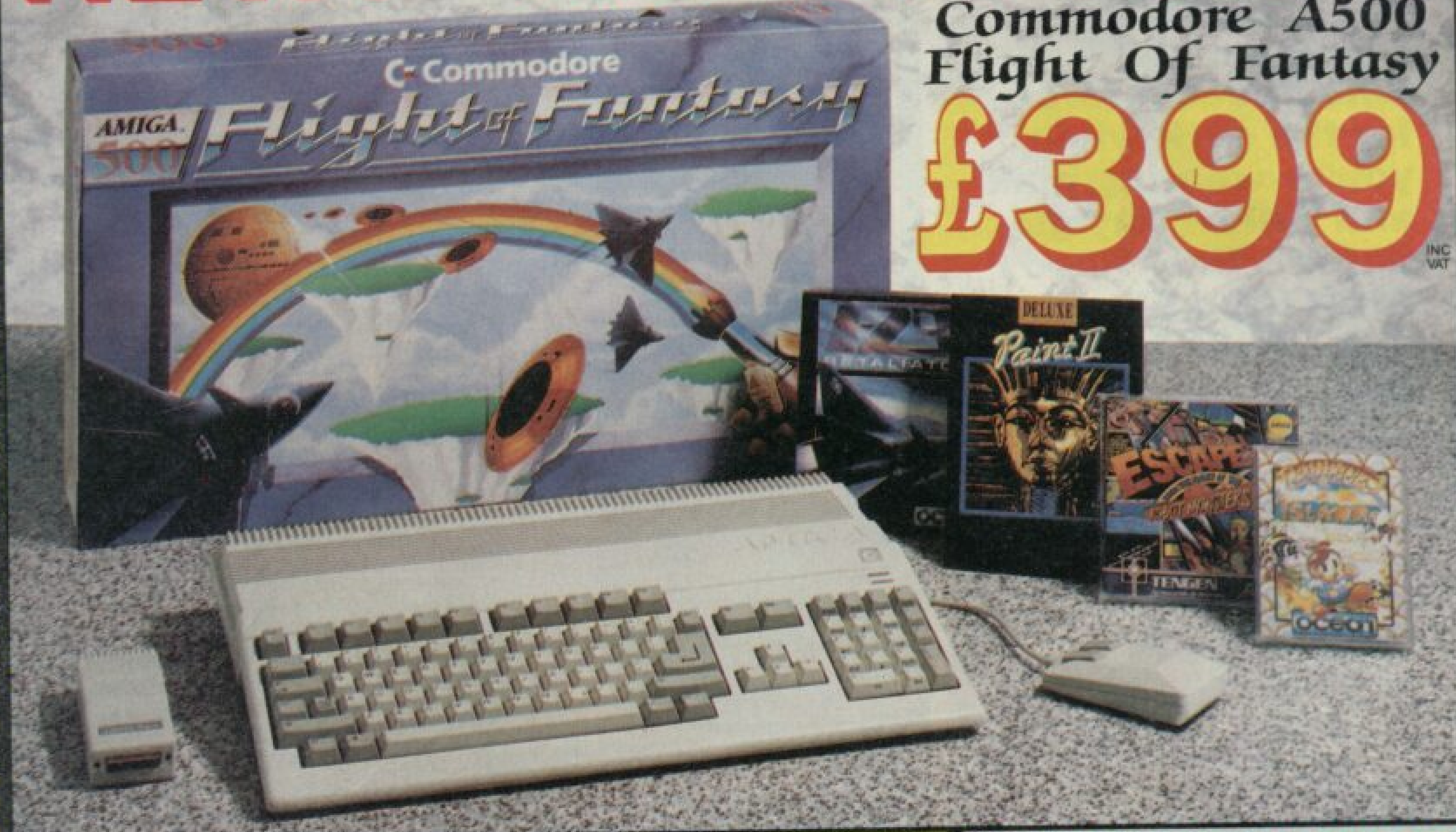
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Interceptor	£24.95
Deluxe Paint II	£49.95
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Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

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For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

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The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

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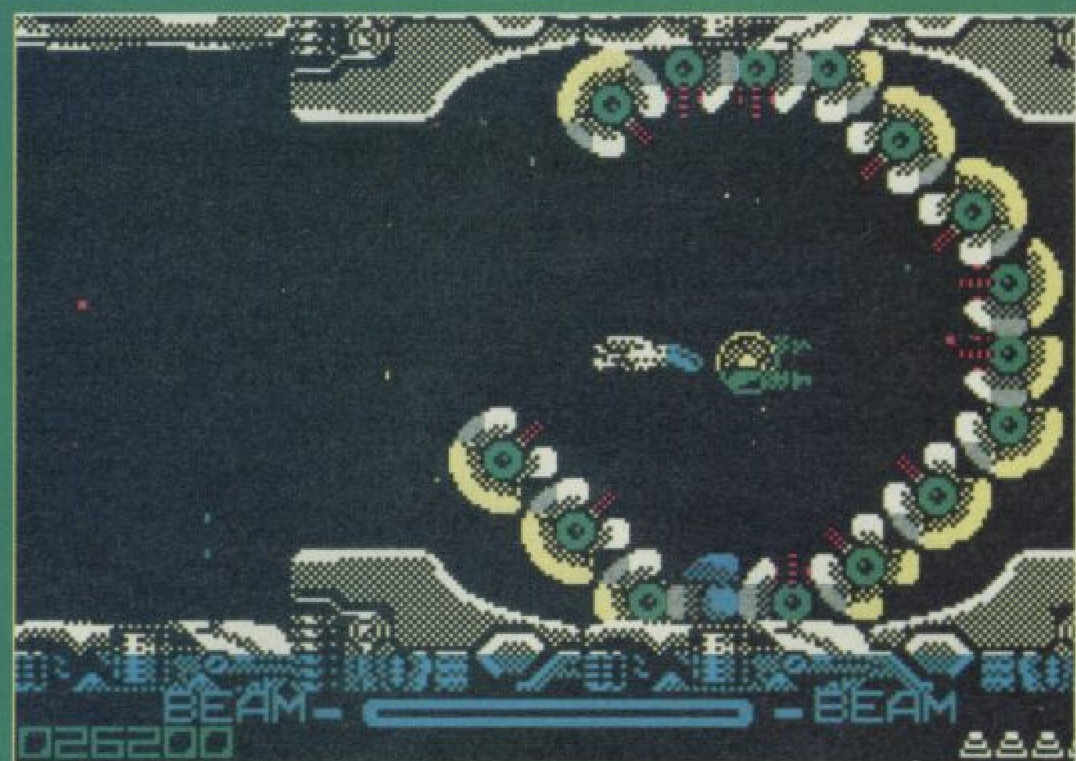
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BARGAIN BASEMENT



Bam, bam, bam!! Eat deep-space laser beam, spooky alien thingies! Bam, bam, bam!! Yeeeeee-ha! (Er, sorry – R-Type tends to have that sort of effect on you.)

R-TYPE

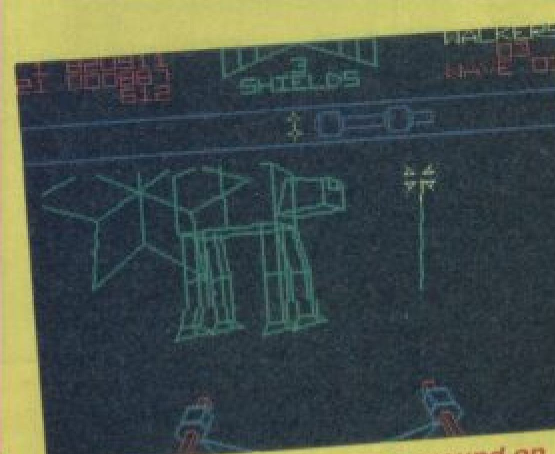
96°

The Hit Squad/£2.99

This month's biggest barg of the lot just has to be *R-Type*. And blimey what a corker of a shoot-'em-up it is too. In fact I'd even go so far as to say (if I may) "The best blaster ever".

Life begins as a puny spaceship with a crap and rather titchy laser (a case of the longer you keep your finger on Fire the bigger it gets) scrolling left to right through loads of colourful caverns. A bit of blasting/icon collecting later though and there'll be plenty of opportunities to add on (in this case, literally) the odd laser, gun, missile or two. As for the badJies? Tsk – hundreds of the things. Walking ones, flying ones, ones which just sit there and get in the way and lots of whopping great end-of-level nasties to boot. One of the later levels in the game consists entirely of this huge spaceship which you have to fly along and blow up a bit at a time.

Phew. And this really is brilliant stuff (multiload, of course, but we'll let it off just this once). Amazing graphics (with no clash), unbelievably addictive, extremely playable, eight varied levels, a classic of its kind, etc etc etc. And at a mere £2.99? Words fail me. Er, um... As I said. Words fail me.



Right, who's been messing around on the blackboard? Come on, out with it.

THE EMPIRE STRIKES BACK

76°

The Hit Squad/£2.99

I'm a bit p'd off at the mo, readers, 'cos I've just discovered that my Mum's thrown out all my *Star Wars* toys. The whole blimmin' lot. Even my Millennium Falcon. And my AT-AT. And *(All right, calm down. Ed)*... Sniff. Come to think of it, where's my Lego gone? Mum!?!

Er, yes. The game. Well, it's pretty similar to its prequel, *Star Wars* – in other words, a fly-into-the-screen wire-frame spooky vector graphics jobby, this time shooting probots (large robot doo-das), then AT-ATs and AT-STs (huge walking things that have to be hit in the gun port – oo-er – to get blown up), then TIE Fighters ('normal' spaceships), and finally attempting to pilot your way through an asteroid storm.

The graphics are pretty smooth and fast, but the main problem lies with the difficulty – there simply isn't any. I don't like to boast or anything but I quite happily completed the thing on my second go ever (in easy mode, of course), so goodness knows how much of a pushover you guys'll find it. Still, it's fun 'til the novelty wears off.

RUN THE GAUNTLET

60°

The Hit Squad/£2.99

Remember the telly programme of *R The G*? Crap, wasn't it? Fortunately, though, the game is a sight better and comes in three multiload (groan) parts, which you get either once, twice or not at all per game (it's random, you see).

The water events (hovercrafts, speedboats, jet skis and inflatables) take place on a big lake, half scrolling horizontally, the other half vertically, with you racing against the computer. This bit would be hundreds better if it weren't for the annoying controls and puny graphics. The track events (all on different sorts of buggies) work with a sort of off-centre flip-screen top view, nice chunky graphics, ramps and bumps – and are spookily satisfying. And as for the assault course –



Ha! Evil Knievel, eat your heart out!

well, it's essentially just a waggler, but quite good fun.

So to sum up, we're talking three averagely average sub-games – nothing special, although then again for a mere £2.99 you certainly are getting quite a lot of game for your moolah.

JAWS

Alternative/£2.99

66%

You've read the book (er, if there was one), seen the film, peeled the onion and been round to your granny's house for tea. So, er, now play the game. If you haven't played it already that is, because (quelle surprise) this is yet another re-release.

An arcade adventure re-release to be exact, bargain hunters, where you have to flip-screen left and right in a small submarine (avoiding/blasting deadly fish), locate the four bits of a special shark gun, catch up with shark-breath himself and give him one right up the botty. And that's about it really, at least for the 48K members of the audience. 128ers however have also got the beaches to worry about – you have to keep an eye on where around the coastline Jaws is, and shut/close the relevant beaches (for obvious safety reasons).



Er, not a very nice chappy at all really.

I haven't actually seen the film (that sort of thing's a bit too scary for me) so I can't tell you how relevant the game is, but I can tell you that it's quite good. Loads of colour, weapons and treasure to collect, puzzles to solve, nicely presented, addictive, playable, and, if perhaps a little tedious, it still makes a pretty tasty barg to snap up (ho ho).

THE MUNSTERS

Alternative/£2.99

52%



They're spooky and they're loopy, they're... Oh, wrong theme tune. Ahem.

No, not Kylie and Jase, but that weird family of blue-tinted B-movie stars (well, telly stars, actually) from absolutely ages ago in what appears to be another one of those re-release thingies if I'm not very much mistaken. Basically it involves the four Munsters – five if you 'count' the dragon (chortle) rushing around their flip-screen monochrome haunted house (not haunted by themselves, but by the baddies) trying to a) find each other, b) find the car, c) drive to hell and d) rescue Marilyn, a friend captured by the old Duke (that's right – Ken Dodd). You control a different Munster per level incidentally.

Sounds like a piece of cake, right? Er, no. Well, yes, I suppose it is pretty easy, it's just that it's sooooo blinkin' tedious – it just takes so long to move from room to room 'cos you have to spend all the time shooting things to avoid losing energy. On the plus side, the graphics are clear and large, and the sound's quite good too, but that isn't really much use when the game suffers from complete boringness. Not recommended (unless you like crap games, that is).

SOLAR EMPIRE

Players/£2.99

79%

The inlay reckons this is called *Solar Empire*, but when you load it up it calls itself *Synergy*. How extremely strange.

Anyway, spooky name changes aside, this one is rather good – even if it's down to the sheer simplicity of the thing. The graphics are simple (but effective), as is the gameplay. You're a wiggly snake-like ship which has to fly around eight vertically-scrolling space levels (selected from the main menu), moving around the screen and blasting baddies as they fly towards you. Every so often you'll come across a large circle (which is, as it happens, a moon-sized asteroid), which you have to try to crash into to get to collide with nearby planets in order to liberate another planet, which is quite handy really seeing as the galaxy has just been taken over by the evil Dargons. Understood? I'm sure you get the gist.

All sorts of add-ons are available too – tractor beam, long range scanner or collectable repair and upgrade pod, anyone? Yep, a definite gameplayer's delight.

(Oh, incidentally – what exactly is a *Synergy* when it's at home?)



Oh look, lots of lovely fireworks. (Well, a couple anyway.)

TARGET RENEGADE

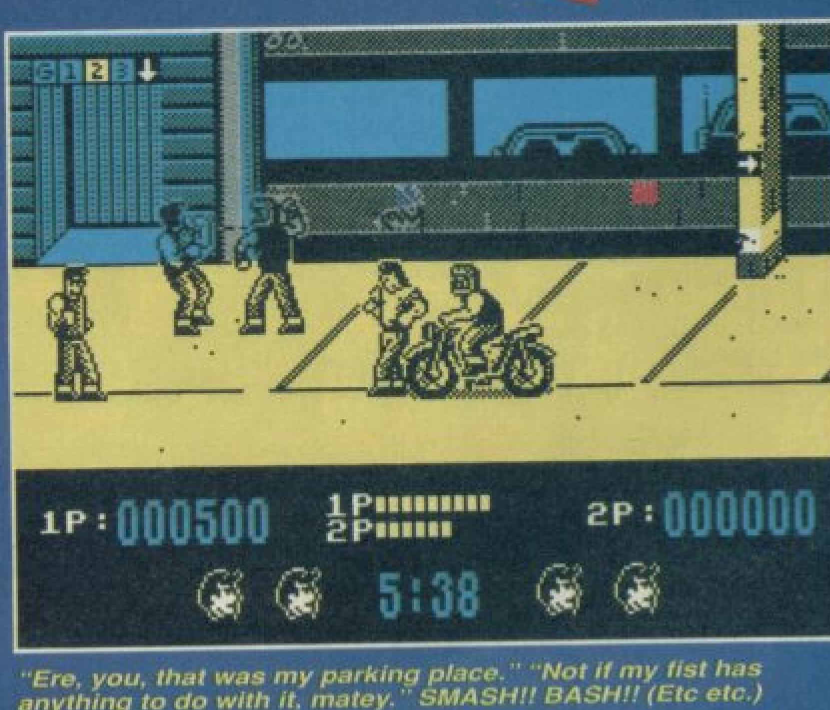
The Hit Squad/£2.99

92%

You lucky people! If you've been on the moon/living in a cave/dead etc etc for the past few years then you probably won't know how brill *Targ Ren* is, so please allow me (if I may) to explain. (Er, if you haven't then go away and have a bath or something.)

You have to make your way through five perfectly innocent levels, each one taking up about ten screens and with a different setting, with inhabitants including (beautifully animated) motorcyclists, thugs, pimps (with guns), hookers, skinheads, and even dogs. The general aim is to reach Mr Big, whose corks you have to pop as well (spookily enough). There are tons of moves, and you can pick up and use weapons which are lying about on the way round too.

But why is it so good? Er, well, it just is – probably because it's so playable. Mind you, it is a little easy to complete, especially when doing it simo two-player style (but then again that's much more fun 'cos you can beat up your friend as well, both on- and off-screen). If you haven't got this already, then what are you waiting for? Go out and buy a copy immediately. If you have, then why not buy another in case you lose your original copy (or something)?



"Ere, you, that was my parking place." "Not if my fist has anything to do with it, matey." SMASH!! BASH!! (Etc etc.)



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a) The very thin strip of metal that androids have on the soles of their feet.

b) A bloke who slashes people up with razorblades.

c) A tracker and destroyer of androids.

Whatever it is it's dead scary, so get to **page 99 pronto and jot that answer down.**

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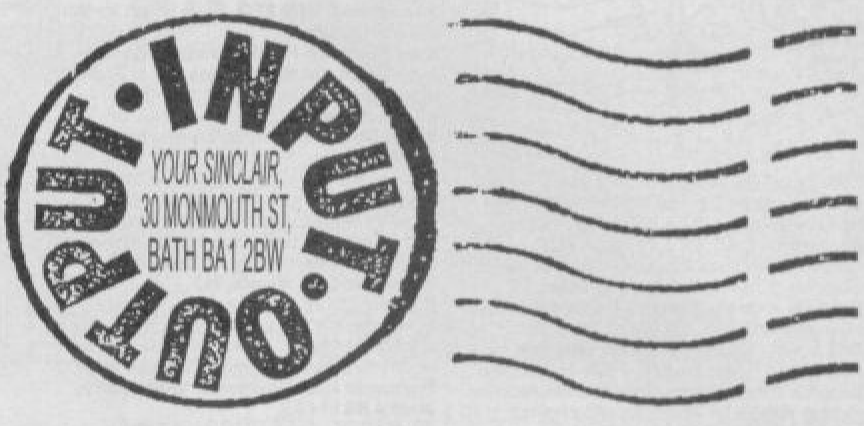
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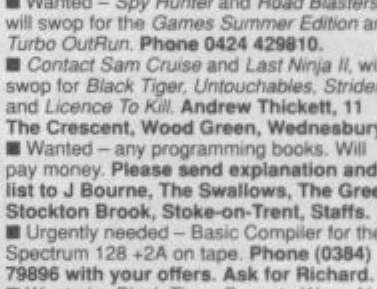
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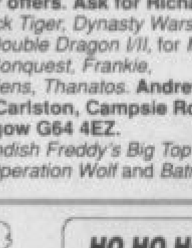
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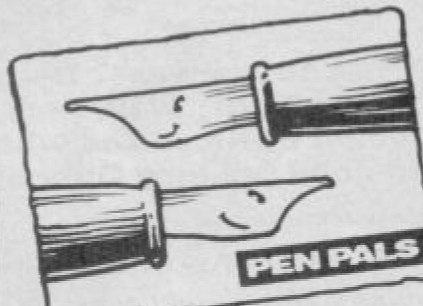
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■ I'm a 22 year old chap with a 'white' Spectrum, I have well over 1,000 games to swop + tips, mags etc. **Write to John, 32 Fernbank Road, Bradford, BD3 0PJ.**

■ Hi! My name's Stephen King (no, it really is). I'm looking for a penpal. I like football, computers and most music. So if you're 14-17 write to **121 Lamlash Crescent, Cranhill, Glasgow G33 3XP.**

■ If you are Norwegian and own a Speccy, I would like to hear from you. Will reply to all letters. Coolon! **Write to Adrian Betts, 8 Healey, Tamworth, Staffs B77 2RF.**

■ I'm 16, I've got a +3 and over a 100 games/utilities to swop with other +3 owners (incl Europe). No under 15's or stupid people. **Adam Gregory, 8 Halliday Close, Basingstoke, Hants RG21 3LB.**



■ Down to earth sexy male wanting 14 year old sexy girl who likes a good time. Send pic. **Alex Greenwood, 97 Prenton Farm Road, Prenton, Birkenhead, Wirral L43 3DY.**

■ Hi! 15-year-old clever, hunky sexpot seeks gorgeous girl, 12-15. Please send photo and get writing. **Ben Weinrabe, Headmasters House, Harrow-on-the-Hill, Middlesex.**

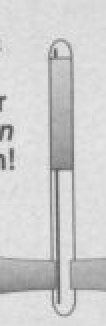
■ 17-year-old male seeks 16+ female for love. Interests incl bodybuilding and good times. **Phone me (Stu) on 0242 575187.**

■ Are you a male aged 14-16? Yeah? Well write to me! I'm a female aged 14 and like Adamski, snap and partying, so write now! **Alex Jones, 48 St Blaize Road, Romsey, Hants, SO51 7LW.**

■ Marry me. Gorgeous computer journo needs perfect girl to complete happiness. 22, own car, flat in Bath and two (two!) CD players. Listen, this is a hell of a good deal. Also I'm one of Matt B's best pals. So come on. Let's get wed! **James Leach, Beauford Court, 30 Monmouth St, Bath BA1 2BW.**



Win five copies of the brand new (and rather spiffing) *Golden Axe* from Virgin!



Who's the nasty piece of work you have to make over in *Golden Axe*?

a) Death Adder
b) Death Cobra
c) Death Worm

Slither and slide over to page 99 with your answer.

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1989

37 JAN Awesome pull-out maps book, and *Movie* for FREE! **Order No YS37**

38 FEB *Alien Evolution* on the front, and a thing about the PC 200. (What's that?) **ONo YS38**

39 MARCH *Army Moves* on the FREE tape, and a 'gripping' YS Photo Luuurrve Story. **ONo YS39**

40 APRIL FREE! Groovy stickers and *Survivor* tape. Plus an adventure special. **ONo YS40**

41 MAY *Mantronix/Red Door* FREE! **ONo YS41**

42 JUN *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide. **ONo YS42**

43 JULY *Zolyx* and *The Gordello Incident* totally FREE! Fun at the zoo too! **ONo YS43**

44 AUG *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE! **ONo YS44**

45 SEPT *Dream Warrior* on tape. And is this Magnum Light Phaser any good? **ONo YS45**

46 OCT *Vatman* – it's brill and it's FREE! Plus a joystick update. **ONo YS46**

47 NOV *Flashpoint* and *Power Drift* demo on the fab Smash Tape. **ONo YS47**

48 DEC *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! **ONo YS48**

1990

49 JAN So what's on the tape? *N.O.M.A.D.* & *Bulbo And The Lizard King*, that's what. Plus another fab YS Photo Luuurrve Story. **ONo 49**

50 FEB Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape! **ONo 50**

51 MARCH *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review. **ONo 51**

52 APRIL FREE *Dizzy* & *Lords Of Chaos* demo! Plus a chap with a big chopper on the cover! **ONo YS52**

53 MAY *Samurai* and a *Scramble Spirits* demo on the tape. **ONo YS53**

54 JUNE *Ballbreaker II* and a *Pipe Mania* demo for FREE! And our spanky *How 2 Hack* column starts! **ONo YS54**

55 JULY Bumper giveaway ish! FREE *Tipshop Tiptionary* booklet, heaped full of hints! PLUS! FREE *Fernandez Must Die* and *YS Capers* games! PLUS!! A mega-stomping *Sim City* Megapreview! **ONo YS55**

56 AUG Complete game, *Rebelstar II*, and a corking *Back To The Future II* playable demo on the free (free! Free!) cover tape. Plus *The Complete YS Guide to Shoot-'Em-Ups* and the very first Crap Game Corner – oh no! **ONo YS56**

57 SEPT FREE tape with *Chaos* and *Zythum*! PLUS! *The Complete YS Guide To Puzzle Games* and *Shadow Warriors* Megagamed! **ONo YS57**

58 OCT Our very first FREE Four Pack with *Rebel, Feud, Tau Ceti* and a playable demo of *Ironman*! Plus another *Tipshop Tiptionary* booklet and *Monty Python* and *Time Machine* Megagamed. **ONo YS58**

59 NOV Our second Four Pack cover cassette features four complete (!) games – *Piggy Tales, Pool, Rugby* and *Empire*!! Plus *Total Recall, Robocop II* and *Strider II* Megapreviewed, and *Ironman* and *Rick Dangerous II* Megagamed. **ONo YS59**

60 DEC Bursting out of the Four Pack are *Sweevo's World, Krakout* and *Shockway Rider*, plus a playable demo of *Shadow Of The Beast*. Tipshop gets bigger and *Robocop II* gets Megagamed! **ONo YS60**

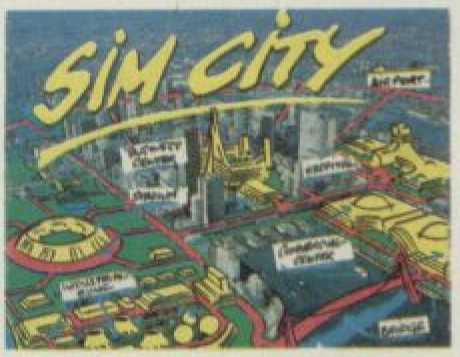
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They say 'from little acorns giant oak trees grow'. We say 'from giant arcade games little Speccy games grow'. DAVID WILSON trundles down the arcade to spend a penny...

S·L·O·T·S O·F FUN

CARRIER AIRWING
Capcom

What are the two keywords that seem to have prevailed in this column over the last three months? That's right, it's Lack Of Originality. *(Oi! That's three words! Ed)* Well, this game has to be as good an example as any. It's Capcom's newie, it's called *Airwing*, and it's exactly the same as *UN Squadron*! (Well, practically.) Same horizontal scrolling, same up-to-three-player simultaneous blasting, same manic non-stop action. There's even the same animated take-off sequence and the same kill-loads-of-things-get-loads-of-credits-then-spend-them-in-a-super-weapon-shop, er, sort of thing. But unlike *UN Squadron* (spook!) you've got slightly different planes to choose from – an F-18 Hornet, and A-6 Intruder and an F-14 Tomcat. Apart from this and a slightly different setting – Tokyo instead of the Middle East – *Carrier Airwing* is to all intents and purposes as different to *UN Squadron* as *Strider* is from *Strider II*. But, er, you might have gathered that already. It's all so dull I'm starting to repeat myself as much as the slotty companies.

Overall – 68°
Convertibility Factor – 8



Well, the *UN Squadron* conversion didn't pose too much of a problem, did it, so if more of the same is what you're after then yes, erm, this'll work fine (I suppose).



Here are your three planes, there's your target and, um, that's about it, really.

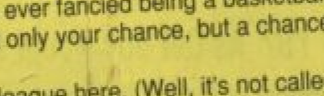
PUNK-SHOT
Konami

Ever fancied being a Harlem Globetrotter? Or an LA Laker? Are you eight feet tall and good at dribbling? In short, have you ever fancied being a basketball player? Well, here's your chance. In fact, not only your chance, but a chance for three of your chums as well!

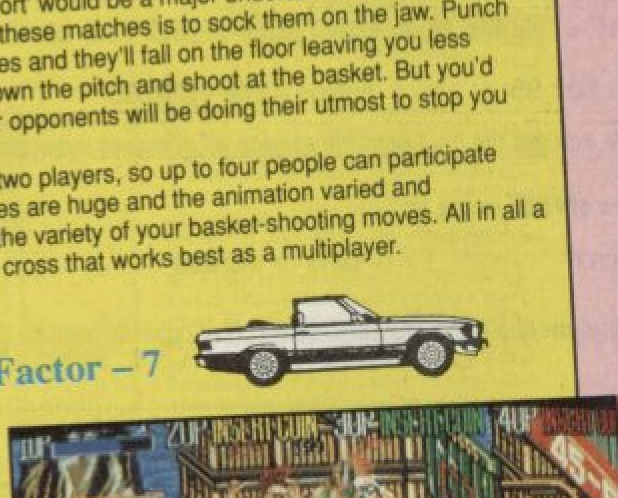
Mind you, we're not exactly talking major league here. (Well, it's not called *Punk-Shot* for nothing, is it?) Nope, instead of getting the plushest mega-stadium to play in we've got to settle for the roughest toughest neighbourhoods in town instead. And as a result calling the type of basketball in *Punk-Shot* a 'contact sport' would be a major understatement! The best way to stop your opponents in these matches is to sock them on the jaw. Punch and kick them enough times and they'll fall on the floor leaving you less obstacles as you storm down the pitch and shoot at the basket. But you'd better be careful 'cos your opponents will be doing their utmost to stop you using the same tactics!

Each team comprises two players, so up to four people can participate simultaneously. The sprites are huge and the animation varied and entertaining – check out the variety of your basket-shooting moves. All in all a great sports/beat-'em-up cross that works best as a multiplayer.

Overall – 87°
Convertibility Factor – 7



With *Renegade*-style beat-'em-up action and a good sports element this could be quite a groovy Spec game.



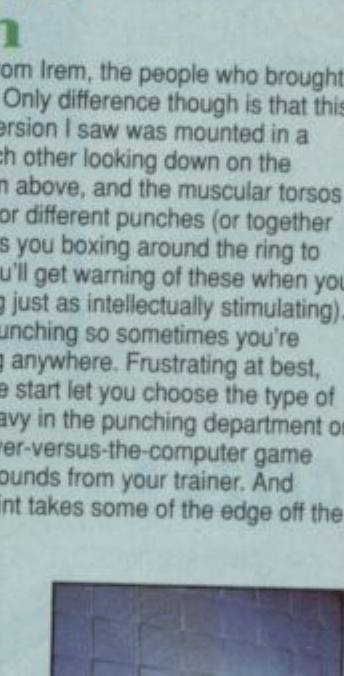
All very colourful, isn't it? (I think that jumble of bodies at the back must mean something exciting is going on!)

POUND FOR POUND
Irem

Pound For Pound is the latest title to emerge from Irem, the people who brought us such corkers as *R-Type* and *Dragon Breed*. Only difference though is that this is a sports game – boxing to be precise. The version I saw was mounted in a table-top machine where two players faced each other looking down on the screen. Here you see the ring, also viewed from above, and the muscular torsos of your two fighters. Control is via two buttons for different punches (or together for a block) and a tracker ball. Rolling this sends you boxing around the ring to avoid your opponents roundhouse punches (you'll get warning of these when you hear him mutter "I'm gonna kill ya" or something just as intellectually stimulating). Mind you, you can only leg it when you're not punching so sometimes you're scrabbling away at the trackerball and not going anywhere. Frustrating at best, several broken teeth at worst! The options at the start let you choose the type of bout you want as well as the type of boxer – heavy in the punching department or nifty in the footwork department. In a single-player-versus-the-computer game you also get advice before bouts and between rounds from your trainer. And that's it really. Good fun all in all, but the viewpoint takes some of the edge off the action compared to something like *Final Blow*.

Overall – 80°
Convertibility Factor – 9

Two-player overhead boxing. Fun but beaten to the punch by some of its other rivals in the field.



Apologies for the odd shape of this screenshot, but that's what you get with these strange table-top affairs, I'm afraid.



HO HO HO IT'S CORKING CHRISTMAS COMPO TIME!



Win five copies of Empire's new *Dick Tracy*!

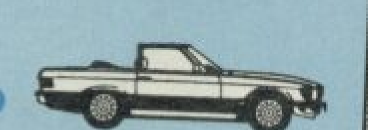
What is the name of the character Madders plays in *DickTracy*?
a) Breathey Maloney
b) Breathless Mooney
c) Breathless Mahoney

Fight past the crims and crooks to page 99 to fill in your answer.

MAJOR TITLE
Irem

Blimey! It's not only another Irem title but another sports game too! This time it's the currently-hip golf game theme. There seem to be zillions of these in London arcades at the moment. Maybe arcade owners are trying to lure businessmen's money into their machines. Anyway, us Spec-chums recognised how much fun you could have from a golf game as far back as the brilliant *Leaderboard*. *Major Title* works by very similar principles. Choose clubs, choose direction, choose stance, choose power then it's just a case of timing the shot so the spin meter is in the middle. Add state-of-the-art arcade graphics and you've got *Major Title*. It's even got an animated bit where you walk between the tees! A problem with taking this type of game to the arcade is that you need to limit the amount of time people spend on each shot. (Of course you do otherwise people can make one game last all day!) Still, when I was trying to make really crucial and precise shots I kept finding the time limit expiring. *Leaderboard* fans will love it though, especially if it's played in four-player simultaneous mode.

Overall – 82°
Convertibility Factor – 9



It may be gold in the arcade, but we got the golfing bug first, didn't we, Spec-chums? Could come back but I don't really think it offers anything new.

Well, there's certainly no denying it – this looks exactly like a golf game should, doesn't it?



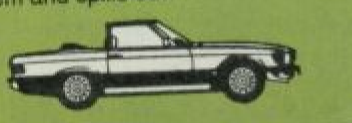
ARCADE NEWS

As mentioned in *Pssst!*, latest goss from the beleaguered Activision camp is that although they've shelved a whole shoal of game titles they'll still be producing conversions of the arcade hits *Beast Busters* from SNK and Irem's corking *R-Type II*. Expect them to appear around the middle of next year. Meanwhile, US Gold, have just announced they've sewn up the publishing rights for the conversion of the brilliant *Super Monaco Grand Prix*, the Formula 1 race game that had 'em queueing round the Sega stand at last year's PC Show, and also for the equally ground-stomping *G-Loc*, the air-to-air combat game that makes *After Banana* look like *Mr Norris Goes For a Drive In His Austin Allegro*. On top of that the Colonial Goldies have a few other slotties up their sleevies – *Shadow Dancer* and two stormers from Capcom, the beat-'em-up *Final Fight* and the vertical shoot-'em-up *Mercs*. *Final Fight* has been given to the programmers of *Operation Harrier*, *Days Of Thunder* and *Rotox*, while the marvellous *Mercs* is being coded by Tiertex, the boys behind *Indy And The Last Crusade*, *Black Tiger* et al. Conclusive proof that once again the slot palace really is the place for tomorrow's Spec hits today. See y'all!

DAVEY'S CORKY COIN-OP
PIPE DREAMS
Taito

Hello, hello, hello. This one looks familiar!? Why, yes, it's our old chum and *YS* Megagame *Pipe Mania*! Remember the Assembly Line coded it for Empire earlier in the year? Well, here it is in the arcade! This backward step doesn't often happen in the world of slots but it's not totally unknown – *Tetris* was probably the first example, and Audiogenic's forthcoming *Loopz* is also destined to go 'the other way' too. Still, here's *Pipe Mania*, or *Pipe Dreams* as it was called in America, and it's now in the arcades. It's a puzzler where you get to place a certain number of pipes between a beginning and an end before some horrid green fluid starts flowing through them and spills out. Quick thinking and clever use of the different pieces can maximise your score as you progress up the levels. The arcade is practically the same as the computer version but with added frills, new obstacles and special bits, like where you have to take a pipe out of one side of the screen and bring it onto the other. You'll be helped along by digitised messages like 'Hurry' when the fluid is about to start, and an on-screen 'Dead End' reminder. If you didn't buy *Pipe Mania* here's your chance to check it out. If you have then you'll probably be rather good at this – so you can get your money's worth, can't you?!

Overall – 89°
Convertibility Factor – 10



Erm... what can I say... I think it would make an absolutely fabby Speccy game. (Hem hem.)

Well, it's more colourful and everything, but is it really much of an improvement over the existing Speccy version? (Better hurry down the arcades to find out, hadn't you?)







Win five copies of Empire's *Spiderman*!

44. A little boy who starred in one of the following films grew up to play Spiderman on TV. Which film was it?
a) *The Sound Of Music*
b) *Mary Poppins*
c) *Oliver Twist*

Time to leap across to page 99!

GUNBOAT

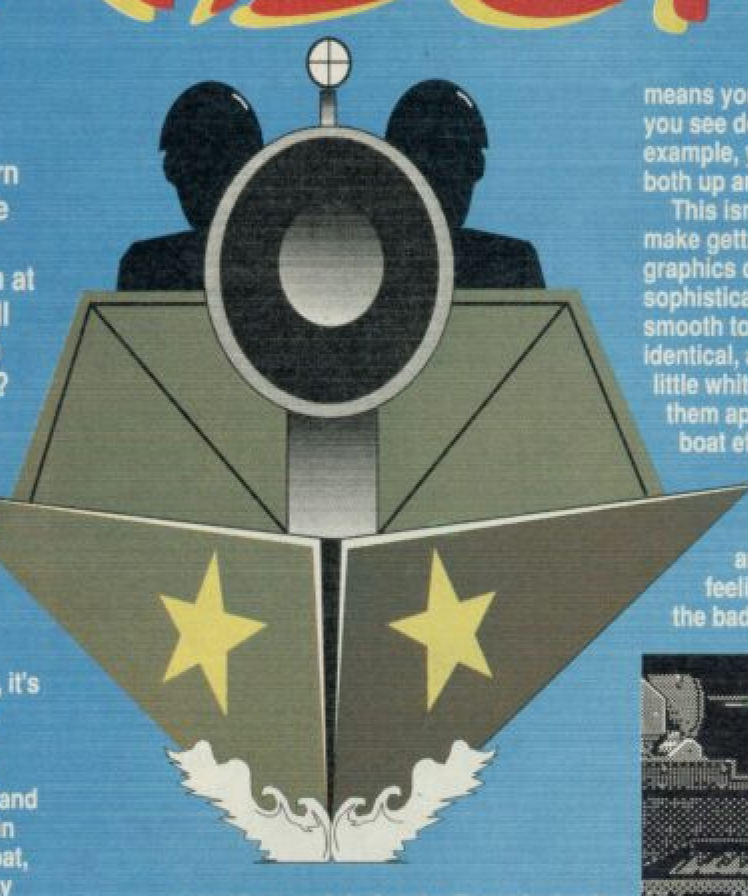
Accolade
£10.99 cass/£16.99 disk

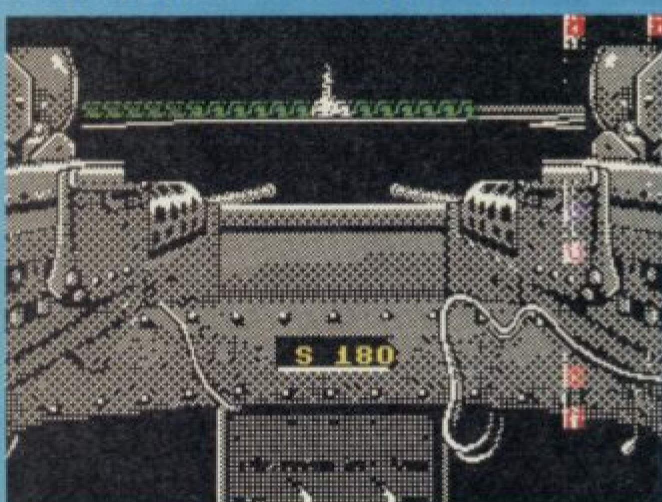


Kati The lucky ones are born with them. Millions of people learn to acquire them and some people never get them at all. If you're a fisherman or a pirate you'll definitely have 'em, if you're like me you probably never will. What am I on about? Sea legs, of course.

And by amazing coincidence, everyone in this game has at least two. In fact, they're so good at running around a ship without getting a headache or having to lie down with a couple of aspirin that they've all been recruited to join the US Marines, bunged in a boat and sent off to kill lots of people (or something). Hurrah!

Of course, this being a game and everything, it's you personally who's in charge of this little lot, commissioned to pilot a US PBR as it chugs around the Vietnamese waterways, using your RPGs to flush out those dastardly NVA and VC and counter their FSS tanks and their APCs. Erm... in other words you've got to zoom up-river in a boat, shoot at lots of Vietnamese commies on the way





Here we are, a-tootling along the river, all ready to shoot something (except nothing really seems to be happening). Hold on though – what's that!? It seems to be... the Statue of Liberty? What's that doing here? I'm getting very, very confused. (Perhaps the jungle's getting to me.)

(bang), shoot a bit more when you get there (bang, bang) and live long enough to get a medal pinned on your chest when you get back (ouch).

Sounds daunting? Never fear. There are optional grenade-hurling and machine-gun-firing training sessions and during the first mission it doesn't matter how many times the natives shoot off your sea legs because you can't actually lose them at all (ie die).

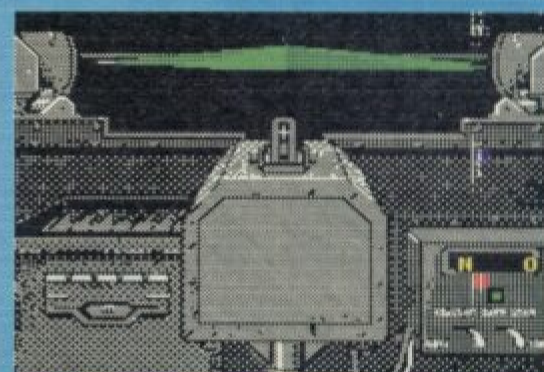
Major Military Decision Number One is deciding where to sit. At any time you can switch between four main positions – pilot, bow gunner (at the front), midship gunner (in the middle) and stern gunner (at the back). While you're playing one, the others are on auto-pilot, though if you're a gunner you'll have to bellow some briny, sea-salt expression like 'Reverse Course!' or 'Branch Right!' to give the pilot directions at those crucial points. If you're lost just consult the map Mom packed in your lunchbox.

Playing gunner is a piece of cake. You just sit next to your gun, aim it and watch those commies splatter. Playing pilot is the tough job – he's the one who has to drive the thing.

This would be easy if you could see where you were going but *Gunboat* has a natty visual twist – instead of boring old first-person perspective you get a weird fish-eye-lens view which shows more of the area around you. Now, on the one hand this means you can see more; on the other hand what you see doesn't always make sense. If, for example, you turn to face the shore you can see both up and down the river – a mite bizarre.

This isn't just weird, it's very weird and can make getting your bearings rather confusing. The graphics don't help either. Yep, this 3D's about as sophisticated as Genghis Khan and a lot less smooth to boot. The low-level land and the sea are identical, and since all that separates them is a little white line it takes a bit of imagination to tell them apart. That said, a rather spunky lurching boat effect does give a very good impression of actually being on deck.

As you go up-river the friendly Viet Cong attack from the bank and in boats and start lobbing bullets at you. If you're feeling generous, press Identify Target to tell the baddies from the peasants – the best way to

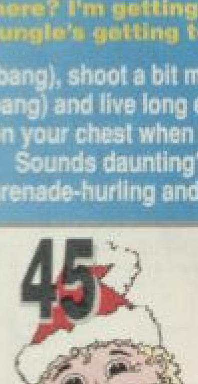


And here's the view from another bit of the boat. There's the jungle, hot, sticky, crawling with nasty insects and full of foreigners throwing bombs. Yikes!

get rid of them is to fire indiscriminately into the jungle. The next best way is to leg it smartly round the next bend.

Now there'd be a lot of potential in all this messing about on the river, shooting and navigating lark if it was well implemented. So, is it well implemented? No, not altogether it's not. There's some tension, but better graphics and sound more elaborate than a constant engine drone would have added a lot to the atmosphere. And there's action, but not enough to keep you from the latest gripping instalment of *That's My Dog*.

Though it's not a game totally devoid of fun, this isn't really much more than an average 3D shoot-'em-up with sea legs. However, if unusual blasters are your thang you should still be able to get a few hours of jerky fun out of this little thing – you just won't be playing it for the rest of your life.



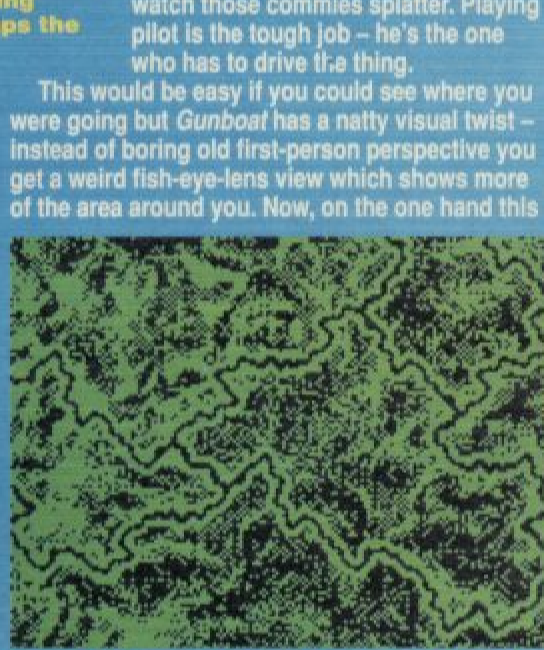
Win five Empire T-shirts!

What film's about a boy in a Japanese prisoner-of-war camp?

a) *The Empire Strikes Back*
b) *The Last Empire*
c) *Empire Of The Sun*



Quick march to page 99. Now, fill in that coupon.



Hmm. Very 'ecologically sound', isn't it? Those green lines are the rivers, and all that other green stuff is ground, rocks, trees and so on. Nice, eh?

finalverdict

80 60 40 20

LIFE EXPECTANCY 57°
GRAPHICS 55°
ADDICTIVENESS 58°
INSTANT APPEAL 65°

DIAGNOSIS
A jazzed up shoot-'em-up spoilt by jerky 3D and disorientating graphics.

62°

KICK OFF 2



The white men turn yellow when they get close to the yellow ones – very strange!



Anco/£9.99 cass £14.99 disk

Paul There aren't any decent cricket games on the Speccy. Sadly this situation has not been improved by Anco's sequel to the world-dominating, government-toppling, knee-trembling *Kick Off*. (Well, world-dominating, government-toppling and knee-trembling on the 16 bit machines at least). Cricket is a slow, peaceful game mixing the gentle whack of leather on willow with the soothing sight of men in white pottering round a green field.

Anco have completely failed to incorporate any of these factors into *Kick Off II*. Not surprising really since the game is about football. *(I was beginning to wonder if you'd noticed. Ed)*

Football is not a pretty game and nor is *Kick Off II*. The choice of team colours is less than helpful. Yellow players on a green pitch introduce a fairly novel camouflage element to the game. Why try to outrun your opponent when you can hide from him? More confusing still, if you stand too close to an opponent he changes to your colour. Perhaps *Kick Off II* is trying to be the first footie sim to incorporate an end-of-match shirt-swopping sequence. Then again perhaps not.

Apart from that the graphics are something of an improvement on the original. No more of this 'players running under the touchline' nonsense. Besides, as that loveable young pop star Gazza Gascoigne proves, football isn't about looks, it's about action. Fast action, and *Kick Off II* has plenty of that. Although not entirely smooth the game is fast and hectic. It's no surprise to find



You'll have seen screens like this loads of times before – it's a league table thingie.

SUPERCARS

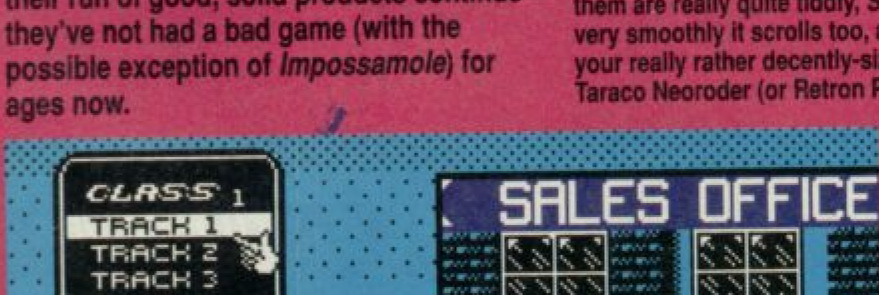
Gremlin/£10.99 cass £14.99 disk



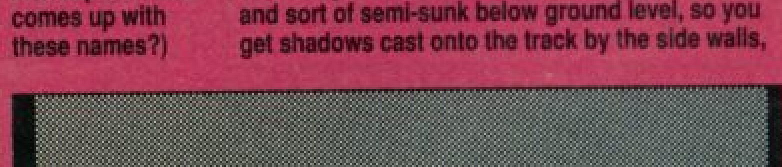
Matt These *Supersprint*-style overhead-view racing things seem to be jumping back in vogue at the moment – which is okay by me as they're usually quite fun (if undemanding) little things. And, I'm happy to say for Gremlin, *Supercars* is more fun (and possibly even a tad more demanding) than most. It's good to see their run of good, solid products continue – they've not had a bad game (with the possible exception of *Impossamole*) for ages now.

So anyway, *Supercars*. Unlike your standard model *Supersprint* clone, where each course is the size of the screen and the cars that tootle round them are really quite tiddly, *Supercars* scrolls. And very smoothly it scrolls too, as the camera follows your really rather decently-sized and detailed Taraco Neoroder (or Retron Parsec or Vaug Interceptor – who comes up with these names?) around the track.

Each circuit (and there are nine to choose from, of various degrees of difficulty) is made up of a combination of straights, corners, bridges and tunnels – the tunnels are particularly disorientating, as you can't see your car until it comes out the other side. The circuits are pretty too – they seem to be made out of grey concrete and sort of semi-sunk below ground level, so you get shadows cast onto the track by the side walls,



The entrance to the shop scene, where you get to pick your track, make mods to your car and check out the new motors on display.



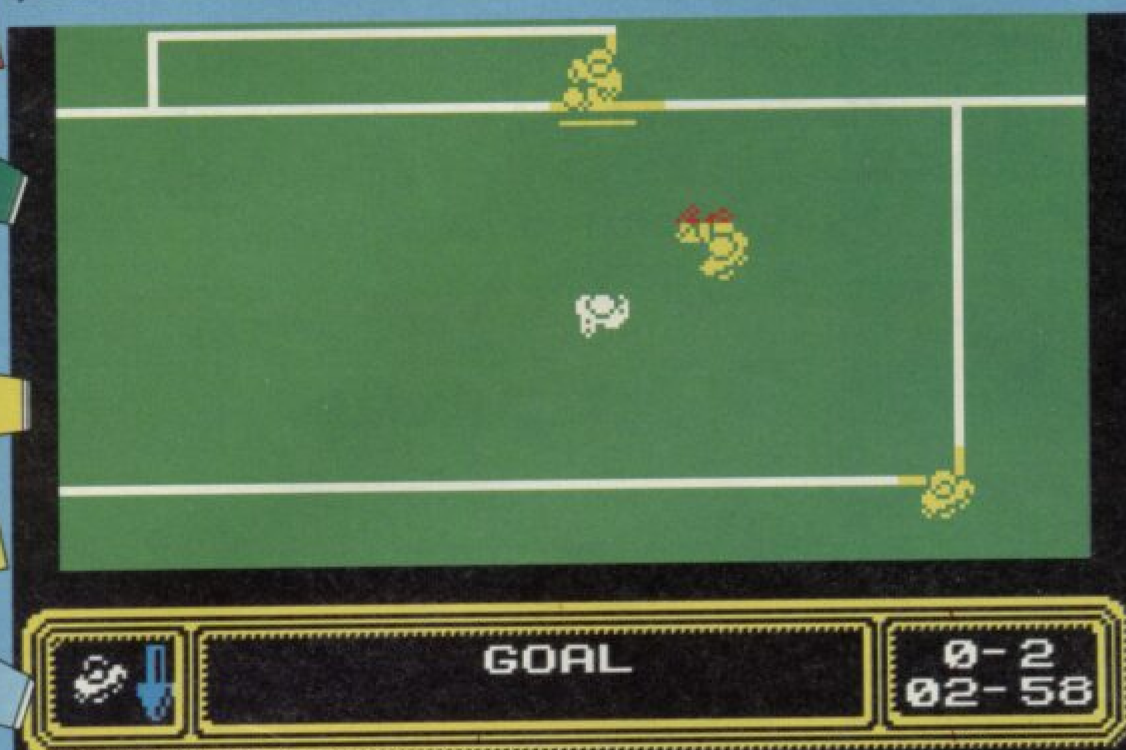
Part of one of the more complicated tracks – here we've got two tunnels, a bridge over the top, and a tight bunch of cars.

that the playability is as skill and as skillful as on the original. If only the same could be said for me.

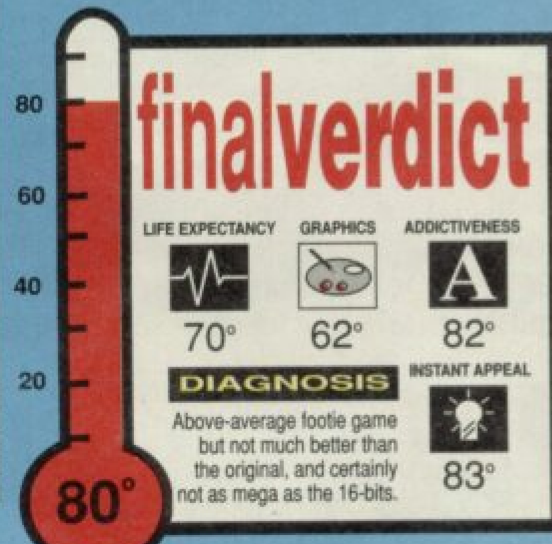
Alright, so *Kick Off II* is as playable as its predecessor and, though not perfect, the graphics are better. *(What's not so alright is that it's taken you 300 words to say it. Ed)* But are there any other differences? Well, of course there are, this is *Kick Off II* not *Kick Off One And A Half*. The differences are in the options. Instead of simply setting a standard of play for both teams here you can also influence the weather conditions, the type of pitch and the like (and by "the like" I mean "After touch", a phrase worthy of an oo-er if ever I've heard one). To be honest most of the options seem to have a fairly minimal effect on the game. Waterlogged pitches make for slower, stickier play whereas on the plastic pitches there's more bounce and less control. However, the difference is not that marked and even wacking the wind speed up to full barely ruffled the referee's Paul Daniels Deluxe Toupée.

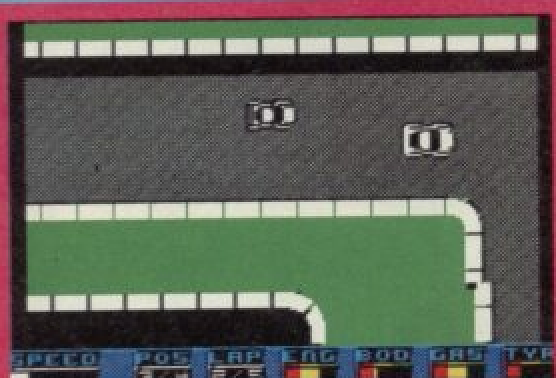
The real skill option is "after touch" which allows you to control the ball after it has left your foot. This does not mean that you can kick the ball once in your own goal area and then guide it all the way into the back of your opponent's net. Oh dear me no. Instead you can revel in Gazza-esque crosses. Thrill as the ball curls past the defence and lands at the feet of your centre forward. Gasp as you pull off a perfect banana shot. Scream as the ball executes a Thatcherite U-turn and ends up in the back of your own net.

So there we have it, pop pickers... sorry, football fans. *Kick Off* with knobs on. To be honest though the knobs aren't really that special. It's a good footie game but, despite the improvements in the graphics, it's not outstandingly better than the original. If you didn't buy *Kick Off* then *Kick Off II* is worth getting (unless of course you hate footie games). But if you did then there's probably no point getting the sequel. If, however, you're looking for a game of leather, willow and nice white jumpers then you're going to be sorely disappointed.



Don't know what that splash of red is doing there (ropey graphics strike again) but see how the yellow players effect the goal lines – sloppy, and potentially very confusing.





Engine and gas look okay, but keep an eye on the body (we're hitting a lot of walls!).

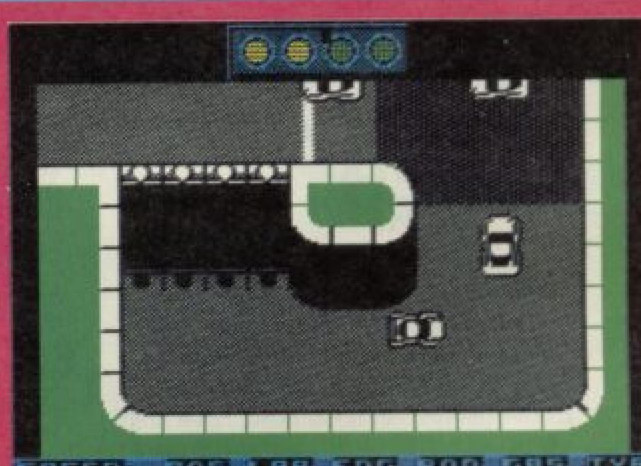
bridges, bollards and anything else you could reasonably expect to cast a shadow. Really, apart from the lack of detailing and the flat colours, this is every bit as attractive as the 16-bit versions.

The aim of *Supercars* is to earn as much money as possible by winning (or at least getting a decent placing) in a series of nine races. Complete a season (which means you have to come in the top three of every race) and you get a level code for the next series of races, where you'll be able to spend the money you've earned on upgrades for your car (or even on a new model altogether). Be careful though – as the levels get more difficult you'll find you've got more opponents to cope with, and there are more hazards (like oil, water or mud) on the track.

Keep an eye on the four gauges at the bottom of the screen too – if you ruin your tyres (by skidding), your body (by hitting things) or your engine (by staying at maximum speed) – or indeed if you merely run out of fuel – the game will end. (It'd be best to take a trip to the garage before any of them get too low, wouldn't you say?)

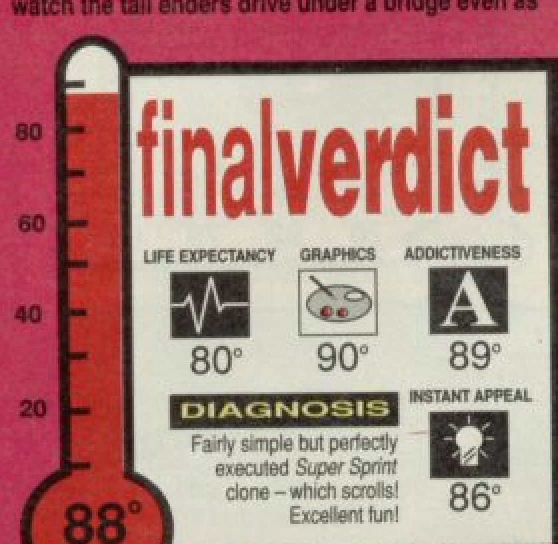
Ah, yes. The garage. Not only can you repair your car here, you can buy loads of rather spiffing optional extras too – how about power steering (for tighter and faster cornering), a turbo charger (for acceleration) or a high-speed kit (especially useful on the long straights)? You can also get better brakes, spin assist (which will point your car in the right direction if you spin out on oil), side armour (so you can ram other cars) and front and rear missiles (!) for blowing other cars away (though you can only use these once per race).

And that's it really – all these extras are really just the icing on the cake of what is really a very simple (but very well put-together) little game. The super-smooth scrolling really does deserve a lot of praise (well done, you good piece of scrolling you) as do the graphics and (particularly) just the feel of the thing. The cars might not behave exactly as real cars would (you can bounce them off walls like dodgem cars, for instance, though it's not really advisable) but they respond well to your commands, are nicely animated, and the computer keeps a good track of where they all are and what they're doing at any one time. It's nice that you can watch the tail enders drive under a bridge even as you're zooming over the top of it.



The lights above show the race is about to begin (odd starting grid – you're the one at the back) but just check out those shadows – neat, eh?

All in all, great fun – a simple idea for a game and executed more or less flawlessly. Erm, what else can I say? Well done.

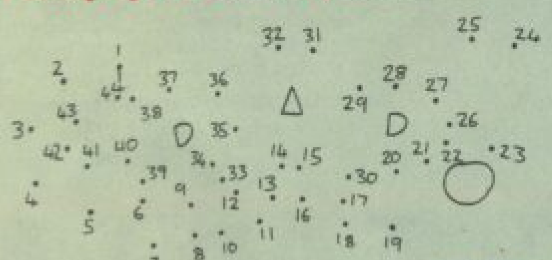




CRAP GAME CORNER

Fasten your seatbelts and get ready, 'cos here comes that RICH PELLEY ruffian again with another batch of your home-grown games.

Er, hi there, crap-fans. How are you? I really can't be bothered to write one of my usual 'witty' intros for this issue – I'll just leap right in and start if that's okay with you. Not forgetting to briefly mention what I thought of your pitiful efforts this issue of course. Er, how shall I put it? Um, I know. Perhaps you'd care to join the dots...

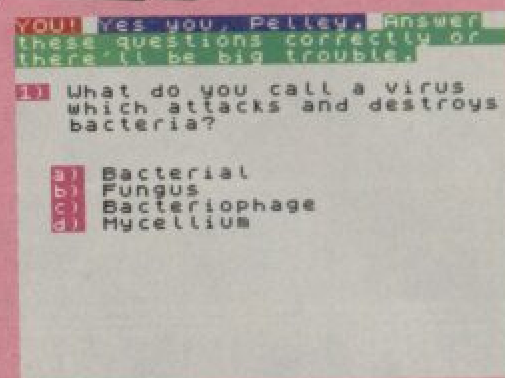


A DAY IN THE LIFE OF RICH PELLEY SIMULATOR

By Andrew Johnstone

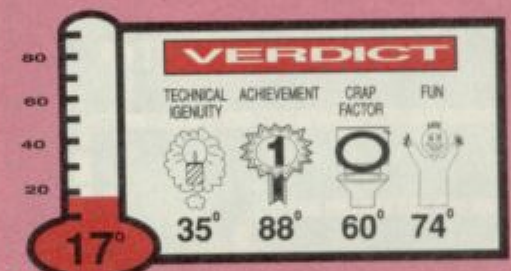
Blimey. What a crap start.

Tsk. Anyway, this game comes in five (multiload) parts – you (as me) have to complete each one to get onto the next. Firstly, it's school – I've got to do a Biology test and get over half the questions right to avoid a detention (and thus a severe blow to my street 'cred'). Pretty tricky stuff, but then again Biology isn't exactly my best subject. Er, nor is Maths. Or French... Next up is Break – where I seem to have got myself into a fight with the school bully. Press Space to duck and avoid punches, and Enter to smack him one in the choppers. Other parts of the game include Sports Day (a waggler), Maths homework, and finally raving in the evening, whilst, ahem, snogging as many girls as possible



I know it, I know it! It's on the tip of my tongue, I, um...no, it's gone. (Think I'd better look it up, actually.)

(these are apparently the sort of things I get up to). Quite a mixture – a bit BASIC but a good laff, good fun, and, naturally, complete trash. I dunno. People will be writing games about Andy Ounsted before we know it.



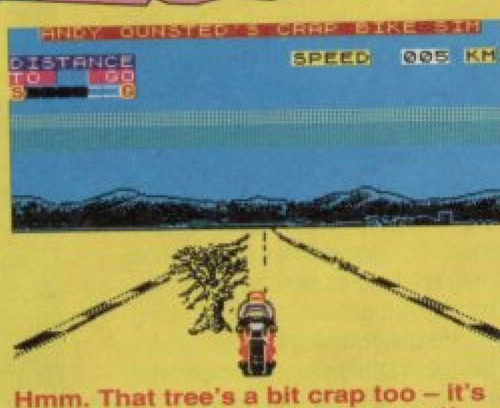
ANDY 'STREETHAWK' OUNSTED'S CRAP BIKE SIMULATOR

By B Sheene

Oh dear. Spoke too soon.

It's Monday morning, and you, slipping into the manky T-shirt and dented crash helmet of *YS*'s resident (and favourite) Design Assistant/Motorcyclist Extraordinaire, Andy Ounsted, have to get from your house to the plush *YS* shed. On your crap bike.

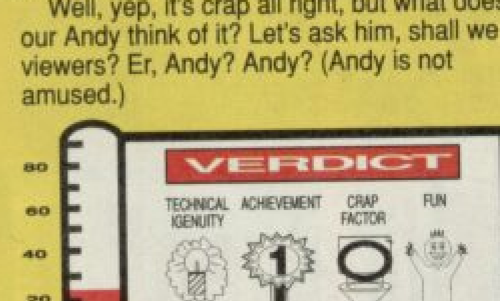
After giving Mr Joystick a good old waggle to kick/swear at the thing until it starts, you hop on and 'hit' the road. It's an into-the-screen jobby incidentally – machine code and everything, and quite impressive too. You have to avoid bits of broken glass, piles of dog 'mess', puddles etc by going either left or right as you motor along, and when you reach a fork in the road you have to guess which turning is downhill and take it because (of course) your bike can't go uphill. Oh, and occasionally you get stopped by the police for, er, curb-crawling ('cos you're going so slowly). Keep this up for five minutes or so and you'll eventually arrive at work, only to be given the boot by



Hmm. That tree's a bit crap too – it's growing in the middle of the road!

Matt for being late (again).

Well, yep, it's crap all right, but what does our Andy think of it? Let's ask him, shall we viewers? Er, Andy? Andy? (Andy is not amused.)





You too could write a crap game like this! Just a) buy the *YS* with *Skateboard Construction Kit* on the tape (No 44) and b) construct one!

BIG JOBBY

By Mark Leybourne

Bah! I thought this one was really good. Spooky aliens have landed on earth and it's up to you to run them all over (on your nuclear skateboard) and thus save the world. So basically you have to bomb around the pretty large flip-screen play area on your deck, and run over baddies without crashing into walls things. And, as I'd said, I thought it was really good – machine code (gasp), smooth detailed graphics, nice tunes, addictive and playable – in fact, almost as good as a proper game. Then I realised that this is a proper game – he did it on *Players Skateboard Construction Kit*, and then sent it to me hoping that I wouldn't notice (Smelly Pelley, indeed). The cheat.



BRAINSTORM
By Arno Vld Hulst (!)

This one's from Holland – but that's no excuse. It's a bit weird actually, although quite good in the originality, graphics and sound departments, but just, as I've said, a bit mad.

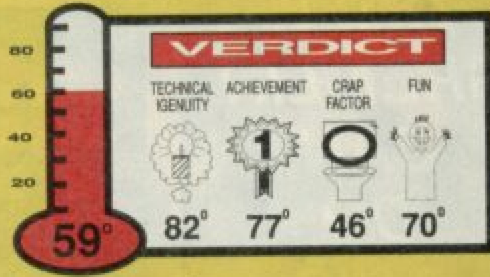
Right, what happens? Well, you're this little bloke – and there are lots of boxes and lots of squares and you have to push the boxes onto the squares. But everything's in a sort of maze, so you can only push the boxes from certain angles in certain directions – you have to work out how you can push the boxes and manoeuvre around them so that you can push them onto the squares? Geddit? Oh. Well, how about a joke instead then? What's the best way to get a wild duck? Buy a tame one and annoy it. Erm...

Everything's done really nicely though – there're tons of levels (with passwords) and also an editor to create your own. Quite good, but due to its severe weirdness (and the fact that hard as I try I still can't get my head around exactly what I'm supposed to be doing), I'm forced to lower its mark a bit.



'Get ready for take off'? But where's the plane? Answer me that! Eh? Eh?

Hah! Serves him right for calling me Jonathan.



WORLD CUP
By Aaron Myers

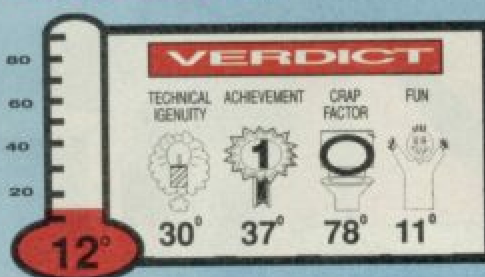
The World Cup, eh? Ahem. Just as we'd almost forgotten how crap England are at football, fought off the deluge of footie games and burnt all remaining copies of *World In Motion*, someone writes another World Cup footie game. Oh sodding dear. But I ask you – footie games are bad enough, but crap ones? Bleeuuughh!

This one's a text-only management doo-dah – which isn't a good start – and you have to select your team etc, bungle around with a few statistics here and there, and then sit back and watch the running commentary to see if you win or not – "England shoot. England miss. West Germany shoot, score and win" etc etc. If (by complete chance) you win, then you get into the quarter finals. Win those and it's into the finals and a chance of even winning the cup (hoo-bloody-ray). And that, dear readers, is it.

And I thought that Gazza bloke's song was crap.



Golly, do they? How jolly exciting! (But wouldn't it be even jollier if we could see them do it?)



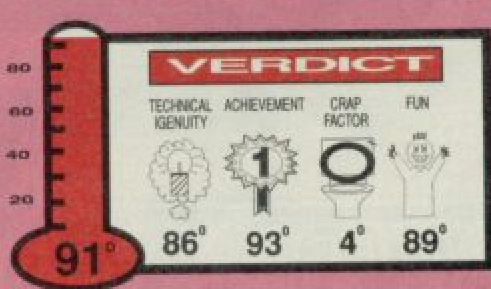
EARTH SHAKER
By Michael Batty

This game is completely unoriginal, the scrolling's a bit jerky, and it's a bit annoying having to start again every time you lose a life. But those are my only grumbles, because apart from that, this one really is a bit good and (hard as I try) I really can't fault it further. It's a *Boulderdash* job – with you (as per usual) zooming around a scrolling screen collecting the gems and avoiding the boulders etc. Much the same as your average *Boulderdash*/*Repton* clone – but naturally with its own unique extra features bolted on for good taste. Anti-gravity, disintegrating fire, or falling soil, anyone?

The graphics are nice and colourful, if a little simple (a-ha – another grumble!) and vary quite nicely throughout the 32 (count 'em – 32!) levels. And the nice password system is a jolly good idea – so you can start from where you left off from, and don't get bored of the same old levels. Crikey – I'm impressed. One of the best crap games so far, if you see what I mean.



Rather super, isn't it? (Perhaps we'll have to rename this the Actually Reasonably Okayish Games Corner.)



GAMES THAT ARE SO CRAP THEY GET STUCK IN THIS STUPID COLUMN AT THE SIDE OF THE PAGE INSTEAD

and don't get a proper score either nor indeed a proper review – they only get a short one and not even a manky screenshot did you know that Mercury only takes 76 days to orbit the sun blah blah etc etc...

THE SIX CRAP PACK
By Neil Brotherton

Including *Revenge Of The Lawn* (yawn), *Flight Sim* (snooze), *Spectrum Loader Simulator* (sleep), *Rich Pelley's Crap Attack* (collapse) and *Chess* (severe coma). A good laff though. Well, sort of.



PRO GO-KART SIM
By Stuart Dawson

You're that red thing (the go-kart) and you have to race around the black thing (the track). Exciting, eh?



ACUDAS
By Peter Wood

Or in other words *Alien Colony Ultimately Designed Attack System*. Or in other words *Space Invaders* (snooze).



ADVANCED CODEMASTERS MUSIC SIMULATOR
By Andrew Csendes and Oliver Ohidi

Wow! A crap game from Hungary – now you can listen to the tunes of almost every Codies game under the sun without the hassle of actually having to play the games. Hurrah!



SUPER HEADER READER
By Simon Jackson

Keeping this month's international flavour of Crap Games, here's another one – from Wales. But unfortunately he sent it in on 5¼-inch disk – which snapped when I tried to cram it into the office +3. Ahem.



Only one girlie fan letter this issue – from Gillian who lives in Sheffield. Hi, Gillian! And remember, ladies, keep those letters/games/underwear coming in!

Right, that's your, er, fill for this month. Don't forget to send all your offerings to me, however crap – although the good ones are nice to have too! The address is Rich Pelley, Crap Game Corner, YS, 30 Monmouth Street, Bath BA1 2BW. You could even win a badge if your game appears. (Or something like that anyway. We haven't quite decided yet.)



Win five *Dick Tracy* mugs from Empire!

Tracey Tracey is the singer of which group?

a) The Primitives
b) The London Boys
c) The Mission



Off you warble to page 99 and sing us your answer (Mind you don't crash though!)


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GOOD LORD!

IT'S THE SUPER-FUNKY FESTIVE RETURN OF...

A COMPO ON* EVERY PAGE!

*ALMOST

It's that time of year again! Hooray, hurrah! Mine's a Christmas pud, the leg and a bottle of whiskey please. And I'll have bit of stuffing and lashings of gravy while you're at it too... Oh, and don't forget the brandy butter. Yes, once more the bells ring out with joyous chimes because it's *that* time of year again here at *YS*.

But what blimmin' time, we hear you cry. Christmas Mega-compo time of course! It may only come but once a year, but my goodness it's certainly worth the wait. We've got enough compos to sink a drink, or a ship even, or anything in fact. (Except for *YS* of course – we're unsinkable.)

The only problem is, there're far, far too many luscious luvvlies to fit on one page, so we've had to spread them about a bit – your first job'll be to hunt them down. Carefully scan every page of this mag (except those with ads on, and perhaps a couple more) and you'll find them. Can't miss 'em really, there're everywhere! It's incredible, but true!

So what have we got to offer then? Plenty, mate, plenty. The proverbial something for everyone and then some more. A stonking load of games like, ooh well, like *Deliverance, Emlyn Hughes' Arcade Quiz, Turrican* and *Mindgames II* (on the SAM Coupe) – and that's just a few! Then there are infinite (well, almost infinite) amounts of other fab and altogether groovy things like posters and T-shirts and mugs and, oh, loads.

And all you have to do is answer the questions – simple. You don't have to answer them all (but you might as well!), then just fill in the coupon below and Bob's your uncle. Oh, and you'll probably have to get a stamp and toddle off to the post box as well. (Taxing stuff I know but we have faith in you).

RULES

Even at Christmas time you have to abide by the rules so here they are...
Rule Number One **Anybody involved with anybody at Future Publishing or any of the (truly beautiful) software companies can keep their grubby mitts off of our goodies.**
Rule Number Two **The editor (Father Christmas to you, matey) is always right. Try to prove otherwise and the consequences could well be fatal.**
Rule Number Three **The spirit of Christmas only sticks with us for a couple of months so any entries that pop through our postbox after the 31st of January 1991 get ripped to shreds by the doggy. (That's life we're afraid).**



JOT YOUR FESTIVE ANSWERS DOWN HERE AND YOU COULD BE A MUCH HAPPIER CHAPPIE/CHAPPESS COME THE NEW YEAR!

JOLLY JOLLY, PASS THE HOLLY
HERE'RE MY ANSWERS FOR SANTA'S SACK:..

Q1..C..Q2..C..Q3..B..Q4..B..Q5..A..Q6..A..Q7..A..Q8..A..Q9..B..Q10..A..Q11..C..Q12..A..Q13..C

Q14..B..Q15..C..Q16......Q17......Q18......Q19......Q20......Q21......Q22......Q23......Q24......

Q25......Q26......Q27......Q28......Q29......Q30......Q31......Q32......Q33......Q34......Q35......

Q36......Q37......Q38......Q39......Q40......Q41......Q42......Q43......Q44......Q45......Q46......

Q47......Q48......Q50......

NAME..

ADDRESS..

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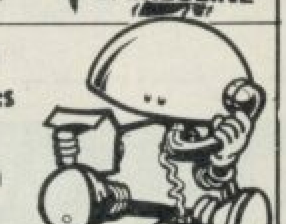
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FUTURE SHOCKS

The big Christmas games just keep on coming! There's *The Hunt For Red October*, *SWIV* and big *Dick Tracy*, not to mention that star of stage and screen, *Edd The Duck* - a surefire contender for Chrimbo No 1 if ever we saw one! (Ahem.)

EDD THE DUCK

Impulze

Edd The Duck (as you should well know) is this little puppet thingie they have on the BBC children's bit between the programmes. He's white with a green mohican haircut and sort of stares at the camera and



Oh no! Someone's made a crap joke on the bottom panel! Aagh!

quacks a lot (and that's about it). Or at least, that was it until recently, when suddenly (out of nowhere) he got himself a hit single – and now his very own computer game too! Edd really has arrived in the first division of TV stardom (or something).

So what about *Edd The Duck* (the game)? Well, it's been put together by Impulze, which is what Newcastle-based budget label Zeppelin are calling their full price stuff these days (it used to go out under the Cognito label), and it's based around Edd's exploits in the bowels of the BBC building.

It also looks very, very (very) familiar indeed. (Just check out the screenshots.) Is it a direct



copy of *Rainbow Islands* (with a few bits and pieces changed here and there) or it it a direct copy of *Rainbow Islands* (with a few bits and pieces etc)? We think the answer's pretty obvious, don't you?

Still, if you're going to copy something you might as well copy something good, especially if you can do as colourful a job of it as they've managed here. In plot terms, what's happening is that they're filming an Edd TV show, and in each scene you (controlling Edd) have to collect the 20 stars which are dotted around the place before progressing onto the next level. At one stage you're in the BBC Weather department, in another it's the Special Effects bit (and so on). The only problem is Wilson the



You can't deny it – *Edd The Duck* is very pretty indeed. Watch out for teddy bears, big fat bees and Wilson's horrible hand! Eeek!

butler (and his cronies) who are out to sabotage the whole affair, so Edd must bounce around avoiding them if possible, or zapping them with his snowball shooter if he can't (which freezes them for a bit).

And that's it really. We're not sure how they explain the water that makes its way up the screen from the bottom *Rainbow*-style (perhaps the BBC is sinking?), but Edd looks a simple, cartoony game, ideal for the younger Spec-chum, or Edd The Duck fans (like us!)



Keep an eye on the water that slooshes *Rainbow Islands*-style up the screen when time is tight...



...for some reason, Edd (who's a duck!) can't swim! (Brr! It's got cold in here, hasn't it?)

DICK TRACY

Disney (Titus)

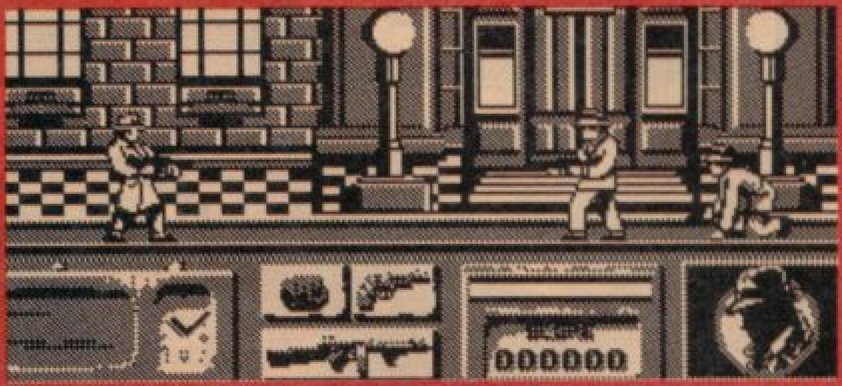
Programmed in France by Titus but released on the Disney Software label, *Dick Tracy* is yet another high-profile film conversion competing for a slice of your Christmas moolah. We've yet to have a proper play of the game (so this Future Shock is by necessity pretty vague) but expect to see all the famous baddies (like Big Boy Caprice, Pruneface, Flattop and The Brow) making appearances somewhere in the game.



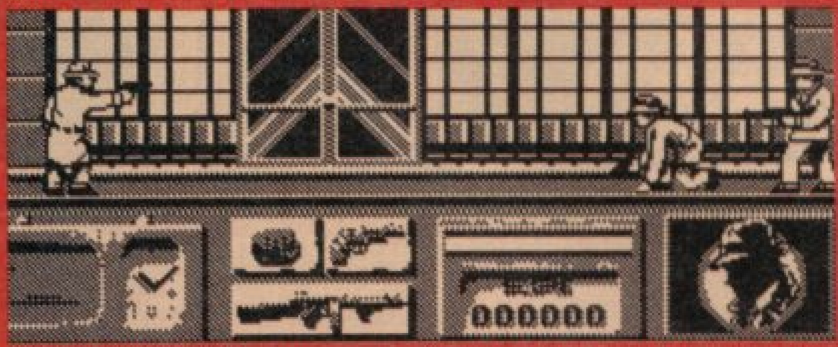
The plot has you, playing Dick Tracy (of course), arrive at the Ritz Hotel, where the gangsters are planning their crime wave against the city – only to find they've all fled minutes before. (Drat!) Time to track each one down to his hideout, wouldn't you say? *Dick Tracy* promises 60 (yes, six – oh) levels of action, settings like rooftops, warehouses and jewellers and 'true film and comic strip colouring' (which presumably means a lot of yellow). You certainly don't get the colours in the early version you see here, but the graphics look as if they'll be crisp and clear nontheless. Look out for it at the beginning of December (ie now) and for a full review next issue.(Hurrah!)



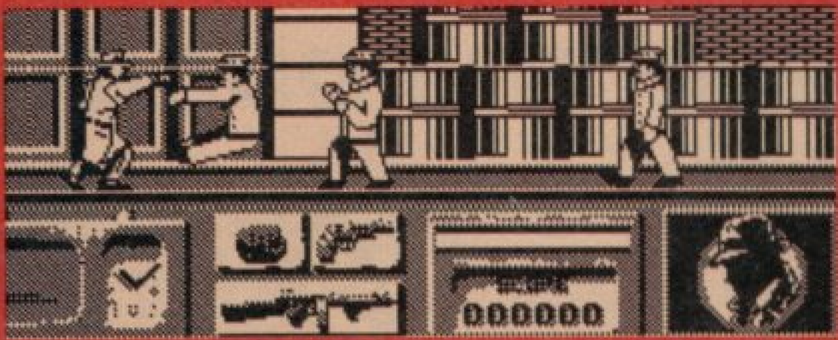
Erm, "I'm on my way!" (That is what Dick Tracy says, isn't it?)



But which one's Dick? We haven't a clue, though at a guess we'd plump for the chappie on the left (he's got the best coat).



Hmm. A different background, but you get the sort of idea, don't you? Baddies on the right, Dick on the left and lots of shooting.



Oh, and some punching too. (This isn't the finished colour scheme by the way, though you must admit the tepia is sort of stylish).

THE HUNT FOR RED OCTOBER

Grandslam

You'll have checked out the playable demo on this month's cover cassette by now (What do you mean "No, I haven't"? Off you go and do it then!) but for 48K owners (it's 128K only, you see) here's another brief look at the game. It's a multilevel jobbie based on the recent film, and not to be confused with Grandslam's earlier *The Hunt For Red October* game (which was modelled on the original book and much more of a strategy affair).

So how does this new version work? Well, for anyone who's seen the movie, the problems involved in doing an all-action conversion are obvious – you see, even though it's an adventure film, there's very little in the way of action in there at all! The only stunt bit is a sequence where our hero gets lowered out of a helicopter onto a moving sub, the rest of it mainly consisting of lots of men leaning over instruments and talking amongst themselves. A bit of a tricky one really.



Shoot-'em-up shenanikins from towards the end of the game.

So what have Grandslam done? Well, they've obviously based a level on the helicopter bit, but other good ideas were obviously harder to come by. There's an end bit based on the shoot-out that takes place in the last frames of the film, but for the bulk of the game they've more or less abandoned the idea of converting specific scenes and gone for a sort of scrolling shoot-'em-up, with enemy subs, underwater missile bases and the like attacking the fleeing Red October. It sort of 'sums up the whole film in one' and works almost exactly how it looks as if it'd work.

And there we have it really. Isn't it nice to see Grandslam (which we'd all left for dead ages ago) back in business again? *(Indeed it is! Reader's voice)* Hurrah!



Missiles, submarines and big rocks – they're all here (and a little bit more!).



Whoo! It's the exciting airlock docking section! (Wonder what we'll find inside?)

SWIV

Storm

You must know at least a little bit about this by now (we've mentioned it often enough) – it's the one where the capital letters in the name most definitely don't stand for *'Silkworm IV'* (even though they really do sort of thing). You know.

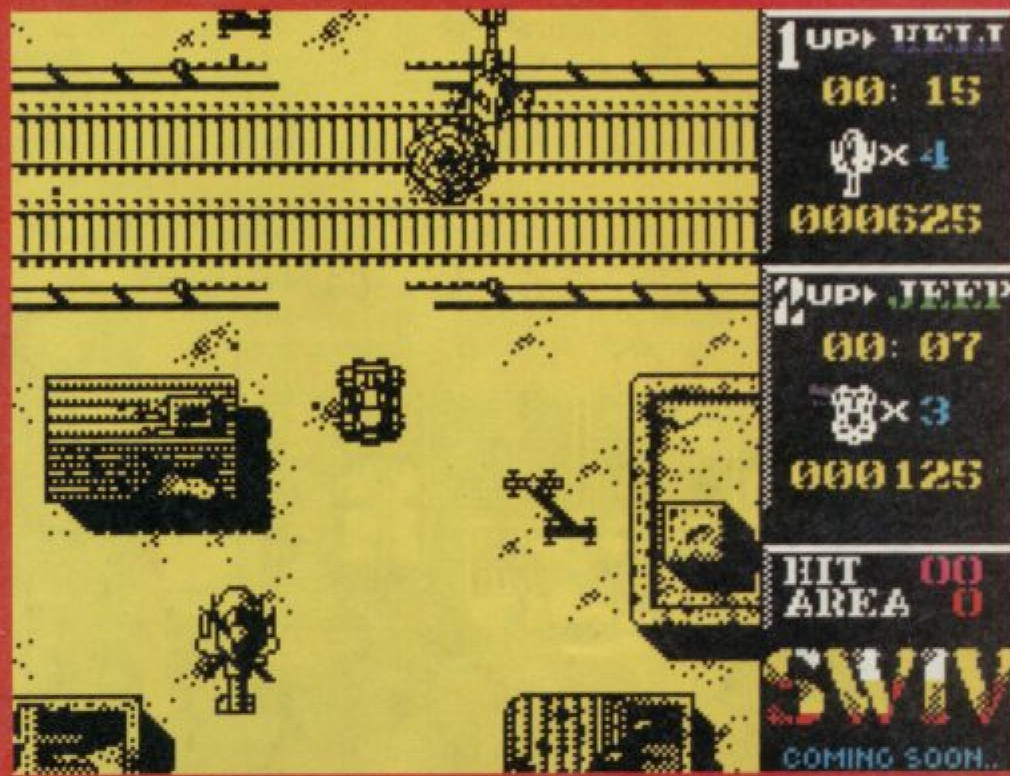
Ahem. Anyway, so what's this *SWIV* business all about? Well, what happened you see is that while the Sales Curve programming bods were originally working on their conversion of the coin-op *Silkworm* (for Virgin) they kept coming up with ideas for how to make it just that little bit better. The main fault with *Silkworm* (excellent conversion and *YS* Megagame though it was) was that it was meant to be a two-player game, but didn't really work as one – the problem being that one player controlled a helicoper (which could whizz all over the screen, obliterating baddies merrily) while the other had a poxy little jeep, stuck down at the bottom of the screen and useless for anything really (except dying rather a lot).

Hmm. So how could it be improved? Well, the idea of a jeep and a helicopter was obviously a good (or at least, a popular) one – the gameplay just had to be made more fair. So what to do? Well, if, for instance, the action was flipped over so that the game was a vertical scroller, looking down on the two vehicles – why, then both players could move about the place equally freely! Bingo! Problem solved! It was an excellent thought, and grew (rather a lot of months later) into the game you see here – the first original product to be released on the Storm label.

So how does the finished(ish) thing look, and (more importantly) how well does it work? Well, as promised, the overhead viewpoint does even things up between the two players quite a bit. Your little jeep still has to cope with driving around the ground hazards (usually very easy-to-see buildings, though there are the occasional fences and the like which take some spotting) but it's not half as handicapped at it was in the original game. It also has the added advantage (once you've learned how to cope with it) of a gun that swivels around, so you can keep your bullets trained on something beside or even behind you. (This means, for instance, that Mr Jeep can merrily blast away at many fixed baddies from a safe position where they haven't got a hope of hitting him.)

What else is there? Well, there are nasties (bags of them). These include many of the popular ones from *Silkworm* (like the goose-shaped helicopter thingie) and come at you both on the ground and in the air, with many of them only attacking one of the players. (Choppers can't usually harm the jeep, for instance, though tanks can.) Enemy bullets tend to be great big black blobs (to help distinguish them from your smaller ones) but, even so, things can get very hectic and busy on-screen at times, and it's pretty easy to totally lose track of what's going on.

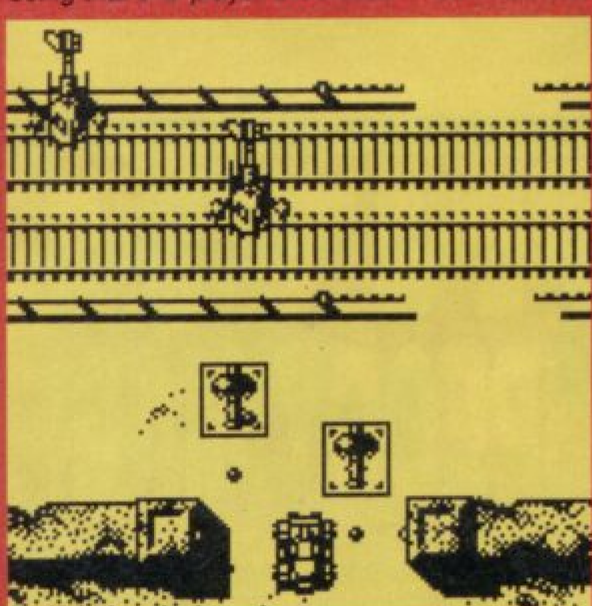
And that's about all we know so far really. At the time of writing, only the first level of *SWIV* had been completed – a section set in a desert with baddies and gun emplacements getting gradually more futuristic and alien-looking as you progress – though there are plenty more to come. Keep an eye out for the full review – which we'll hopefully be able to bring you next issue. (After all, it looks like it might turn out to be a bit of a stonker!)



That's the jeep in the middle – be careful not to drive it into those fences (or a building or telegraph pole). Otherwise the two players are on equal terms.



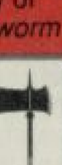
Mr.Heli seems to have done a runner, but the jeep's still going strong – not for long if he doesn't dodge the gun up ahead though.



Eeek! Serious trouble for Mr Jeep, faced with two guns and two choppers!



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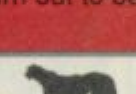
Who splashes downstream in a canoe in the film *Deliverance*?

a) Clint Eastwood
b) Burt Reynolds
c) Steve McQueen

Bob along to page 99 and give us your answer!



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A cheetah's sort of like a lion.How many lions are there on the Queen Mother's royal standard?

a) Six
b) Nine
c) Twelve

Bound over to page 99 (at 60mph plus) and make your mark.

NINJA REMIX

System 3

Don't get too excited, Spec-chums! This isn't actually *Last Ninja III* (the long awaited 'trequel' to *Last Ninja*) at all, but a new, updated version of the now-rather-ancient *Last Ninja II*. Rather smartly, System 3 have decided not to budget-ise the game (or not yet anyway) and instead have added a lengthy animated intro sequence and new packaging, and bunged it out again at full price. A neat trick, but what's the actual difference between this and the original version of the game?

Well, in gameplay terms, not a lot. It's still a multiload, flip-screen combination of beat-'em-up and puzzle game, with you taking the role of a lone ninja, magically transported from ancient Japan to modern New York on a quest to bump off the evil magician-cum-shogun Kunitoki. Each level is set in a different area of the city – one in Central Park, another down in the sewers – and involves wandering around, picking up things and working out how to get onto the next level. Exactly the same as the original in other words (except they've updated the status area ever-so-slightly).

Where it really differs is in the opening sequences, which feature some animated bits of stuff with Kunitoki doing his evil thang and so on before the game actually starts. And, um, that's it really. Definitely not worth buying if you already own the original version of *Last Ninja II*, but these extra bits could be an added incentive to purchase if you never actually picked it up in the first place. (Can't imagine why you didn't though – it earned a *YS* Megagame after all!)



A nifty animated bit – the evil magician will do some magicky kind of things in a minute (and quite impressive they are too).



It's a colourful ninja-esque intro screen, alright, but it doesn't actually move or anything. (What a pity.)

NEXT MONTH
IN BRITAIN'S FAVOURITE SPECCY MAG!

Feeling fat and lazy? Can't be bothered to do anything? Got the New Year blues? Don't despair! The cure is at hand, in the form of the February issue of *Your Sinclair*!



It's packed with...

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It's all in the February issue, on sale Thursday 3rd of January! You'd be a fool to miss it!

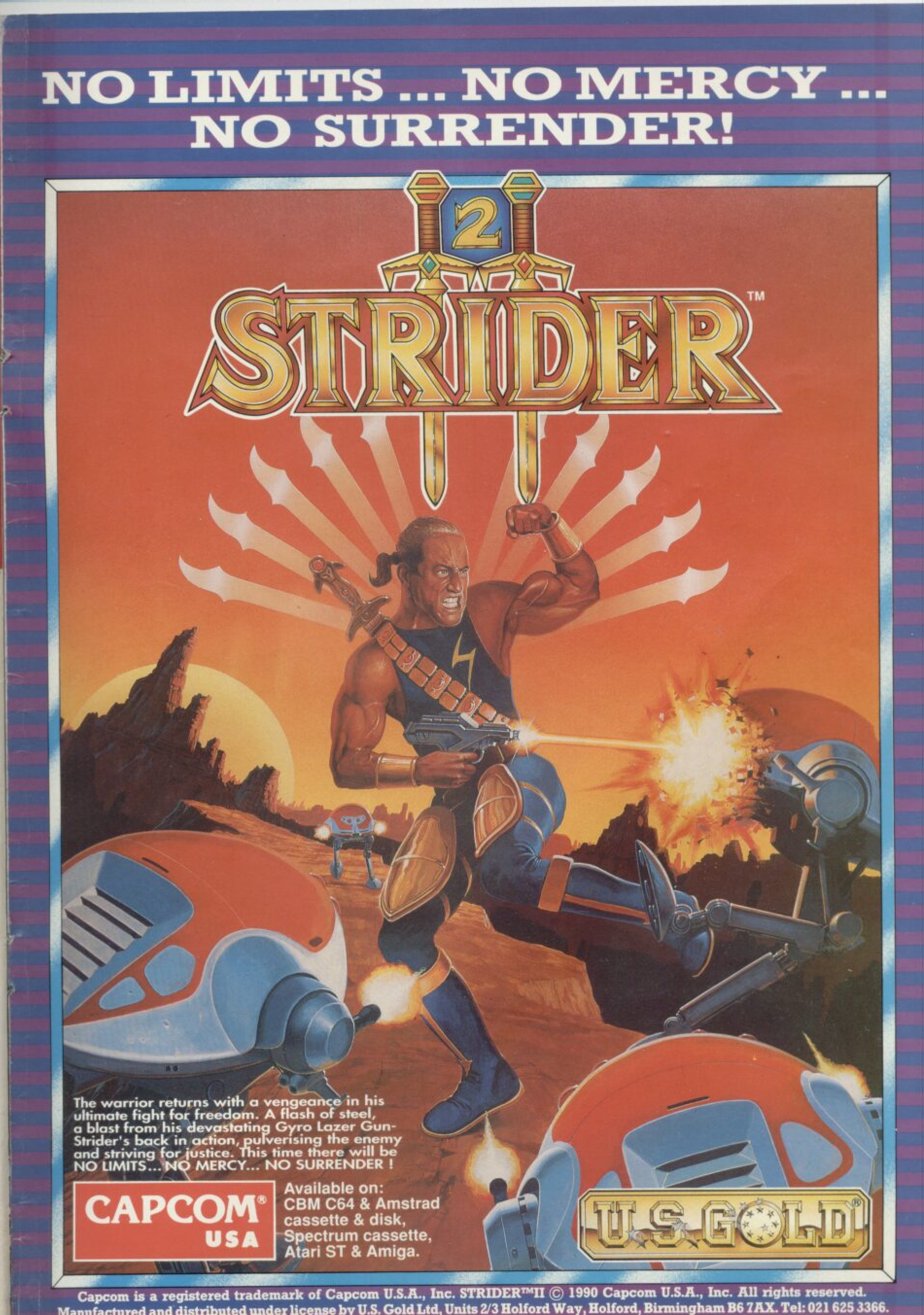


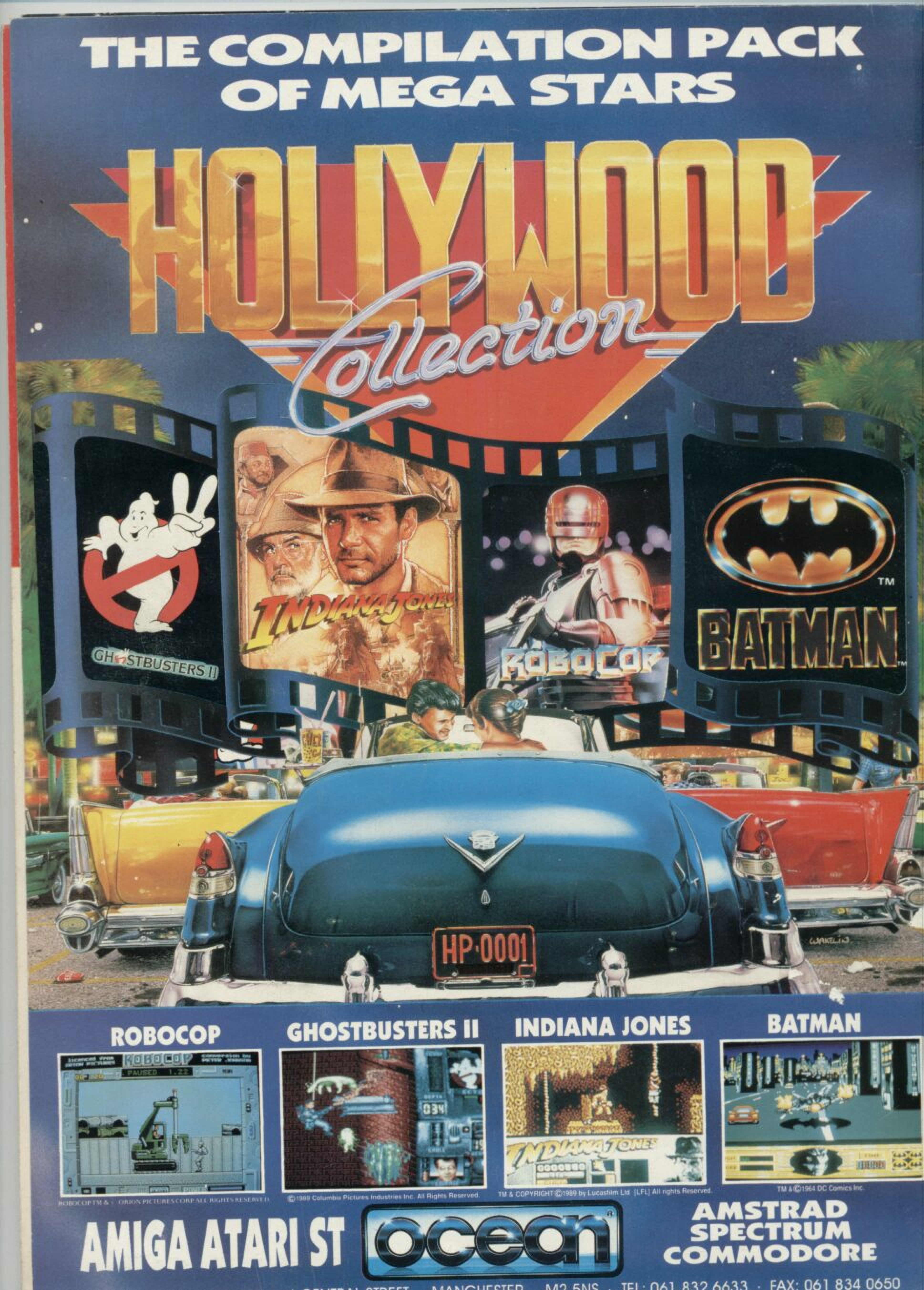
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a) MC Hammer
b) The Inspirational Carpets
c) George Michael

This is a bit of a subjective (ie unfair) quezzie but hop across to page 99 and give it your best.


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2
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